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Volume VI Number 3

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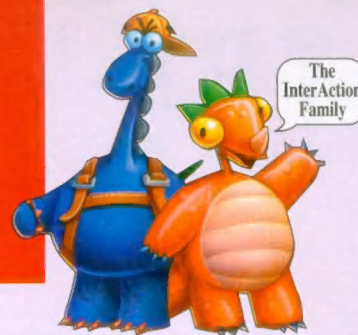
The nation's number one multi-player network has added new features, new areas, and best of all NEW GAMES, including the long-awaited *Fates of Twinion*, part two of *Shadow of Yserbius*.

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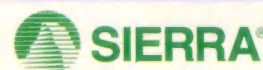
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THE INSIDE VIEW



Ken and Roberta Williams were creating games back when they fit on a single low-density floppy. This issue, Ken looks at the state of the art in gaming: CD-ROM.

Look at the issues associated with adding a CD-ROM drive to your IBM compatible computer, such as: why buy a CD-ROM drive? What hardware do you need? What should you expect to pay? Where should you shop? What brands are best? Should you upgrade your existing computer or buy a new one? What software is available? Should you upgrade this year, or wait for better hardware next year?

If you are at least thinking about adding a CD-ROM drive, you are not alone. My company, Sierra, regularly surveys our customers to see what hardware they are using. As of this summer, over 27% of our customers already had a CD-ROM drive. An astounding 40% of the rest of our customers claimed they would purchase one before the end of the year. I have been talking about the benefits of CD-ROM for years, but until lately, there really hasn't been a large enough installed base of CD-ROM drives to justify developing software.

Why Buy a CD-ROM Drive

Before I say why you might want a CD-ROM drive, I should probably explain what one is. CD-ROM drives read CDs. The CDs look like and really are exactly the same CDs that hold music. CDs can be used to hold programs and data, just like floppy disks or hard disks. The best thing about CDs is that they hold an enormous amount of information. To give you a comparison, the average floppy disk holds about one and a half million

characters of information, the average hard disk around one hundred million characters. CDs hold over six hundred million characters of information. This means the entire contents of your hard disk could be stored on just one CD—several times over!

You may have noticed a pattern lately. Sierra's games have been getting larger and larger. Back when we first started out, our average product shipped on one floppy disk. Over the years the numbers of disks in each product has grown consistently. This year, several of our products will require as many as thirteen disks.

The number of disks has grown because the products have grown in complexity. Our current products also have more and better graphics and sound. Graphics and sound are extremely data-intensive. One picture or song can easily fill an entire floppy disk! While we develop our products we work with the highest possible quality artwork and sound quality, but usually, just before we ship a product, we compress the data down to fit on a reasonable number of floppy disks. This compression process shrinks the amount of data, partially through decreasing the quality of the finished product. Almost all of our floppy disk products use low-resolution VGA graphics even though most of you have computers which are capable of super VGA graphics. We are certainly capable of producing products which push the limits of graphics on your computers. However, higher resolution graphics require more disk space than low-resolution graphics, and we already have problems with using too much disk space.

Why is disk space so important? My guess is that you already know the answer. If you are like me, then your hard disk is always full. It doesn't matter if you have a twenty- or a two hundred-megabyte hard drive, your hard disk is probably full. It seems every time I buy another product I have to spend time deleting something off my hard drive. It has reached the point where I almost hate buying products because of the pain caused by having to find a place to put them. Can you imagine how silly this would be if music CD players worked this way? If every time you bought another CD you had to get rid of the ability to listen to some previous one, just to have room?

CDs are better than floppy disk in several ways. They have extremely high capacity, which allows software developers to offer the best graphics and sound your computer is capable of running. They are convenient. You

don't have to search for space on your hard drive to install a product. You just put in the CD and run the product¹. CDs give better quality, without the headaches associated with hard disk based programs. And, because CDs are virtually indestructible, you don't have as much problem with disks that won't read.

How CD-ROM Drives Work

There are problems with CD-ROM drives. Information is recorded on CDs similarly to the way music used to be put on records. Have you ever looked at a record closely? There is one long continuous groove cut into the record, and there is a needle which follows the groove to play the music. CDs work the same way, but instead of a needle there is a laser beam that shines a light into a groove on the CD. If you want to find a particular piece of information on a CD, the laser beam can start at the beginning of the CD and just follow the groove until the data passes below the laser beam. Unfortunately, this means that if the data you are looking for is near the end of the CD, you might have to wait for as long as an hour for it to pass under the beam! To get around these long



Laser lenses scan the surface of a CD, looking for the right information.

delays, modern CD-ROM drives have "stepper motors" which move the head (which has the laser beam) across the CD to search for information.

Finding information on a CD can take time; time to find the data and time to load it into your computer's memory. "Seek time" is the time it takes the stepper motor to move the head to the right place on the CD where your data is located. CD-ROM drive seek times are normally

¹Warning: Some products ship on CD but transfer a significant amount of data to your hard drive. Usually this is to allow the product to run faster, and

in many cases the program allows you to decide whether you want to install from the CD to your hard drive or just execute off the CD. Hard drive seek

times and data transfer rates are enormously faster than CD-ROM drives.

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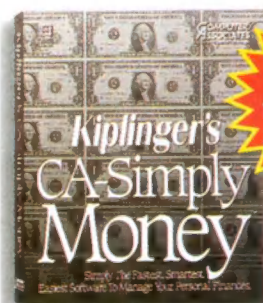
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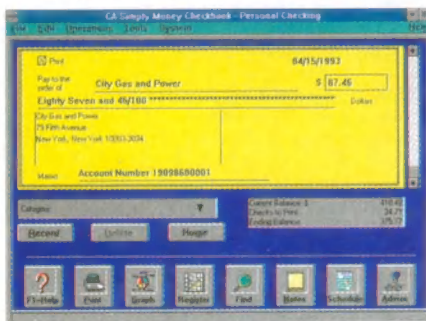
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expressed in milliseconds. One thousand milliseconds is the same as one second. If you hear that a CD-ROM drive has a 1500ms seek time, then it has a one thousand five hundred millisecond average time to reposition the head. This is one and a half seconds—and is terrible. The really good CD-ROM drives can do the average seek in around 250ms. It is important to know the seek time before buying a CD-ROM drive.

Most CD-ROM drives sold are modified versions of CD-AUDIO music players. The standard spin speed which was used for music equated to about 150,000 characters of information per second being transferred into your computer. If you wanted to read a 50,000-character file into your computer, the time it would take is the seek time plus the data transfer time. Let's assume a quarter of a second to find the data on your CD (250ms). This would be added to a little over a third of a second to read the data into memory, for just over a half second total. Not bad.

One possible use of a CD is to hold movies or long animated sequences. Many recent CD-based products have long animated sequences, such as the introduction to *King's Quest VI*. Not only do these contain a lot of data (the *King's Quest VI* cartoon consumed over 40 megabytes); they can also really push the data transfer rate of your CD to the limit.

Animated movies consist of two parts; a sequence of images and the sound track. Each graphic frame in a full-screen movie uses around 65,000 characters of information. The sound track uses around 22,000 characters per second. Saturday morning cartoons are normally played at around 12 frames per second, which is considered the minimum for decent animation. Multiplying 65,000 (the characters per frame) by 12 (the frames per second) and then adding 22,000 (one second's worth of soundtrack) we get 802,000 characters per second that we would need to read off a CD in order to play a movie. In other words, for full-screen animation with sound we need nearly a megabyte per second coming off the CD! And this is for low-resolution. SVGA would be 4 megabytes per second! Data compression allows movies to be played using only 150,000 characters per second, but only partial screen, and with compromised quality.

Recently, double-speed CD-ROM drives have been coming on to the market. These spin the CD twice as fast as the older drives. This allows the data transfer rate to be twice as high—300,000 characters per second. This is far from perfect, and well below the data transfer rate of hard drives, but certainly better

than single-speed drives. Many recent programs are being written assuming a double-speed drive. Sierra will assume that you have a double-speed drive when we release our Christmas 1994 products, such as my wife Roberta's horror game, *Phantasmagoria*. The faster data transfer rate is required for running super VGA graphics.

For most people, the biggest headache associated with having a CD-ROM drive usually comes after they take it home. CD-ROM drives do not integrate seamlessly into IBM-compatible computers. Even the most recent version of DOS (6.0) does not handle the presence of a CD-ROM drive smoothly. This is partially a hardware and partially a software problem. Perhaps in another issue of *InterAction* I'll dig into the reasons behind all this, but for now let me give you a sense of the problems you are likely to encounter.

When you purchase a CD-ROM drive, you will receive not only the drive, but a floppy disk containing a device driver. This device driver will use some of your computer's memory, around 15,000 bytes². This doesn't sound like much



Many good double-speed multimedia upgrade kits are available.

given that most of us have computers with two or more megabytes of memory. It is. This is because of the way IBM-compatible computers use memory. No matter how much memory your computer has, when running DOS, all programs have to run in the first megabyte. The extra memory is usually not used, or is just used for data. Some of the first megabyte is used by the operating system itself, leaving only around 600,000 characters available for programs to run in. If your computer is connected to a network, then the network driver also must come out of this first megabyte of memory. Even your mouse driver uses up some of this first megabyte. Do not be surprised if, after you install your CD-ROM drive, programs that used to run just fine are suddenly complaining about a lack of memory. I actually remove the CD-ROM device driver from my computer, frequently, because of the memory it consumes.

Understanding the MPC Standard

To run today's CD-ROM products, you don't just need a CD-ROM drive. You may have seen the symbol MPC on boxes, and wondered what it meant. MPC stands for Multimedia Personal Computer. In order to minimize confusion about what hardware CD-based products need in order to run, the MPC standard was created. Microsoft initiated the standard, which calls for the following minimum hardware:

- IBM compatible computer with a 386sx 16 or faster processor
- SVGA video display capable of 640x480, 256 colors
- Sound Card (with ability to play both midi³ music and digitized sound⁴, plus the ability to mix multiple sound sources⁵)
- 80 megabyte hard drive
- 600ms or faster seek time
- 150,000 characters per second data transfer rate
- Windows™ 3.1
- 2 megabytes of ram

The MPC standard, which was expected to take off overnight, took much longer than expected to become a standard. It has been about four years since I first heard about the standard, and yet very little software is on shelves that contains the MPC logo. Worse yet, many software titles are on shelves that bear the MPC logo but do not run well on the minimum MPC standard machine.

The MPC standard has gone out of date. Today's applications require a faster, more powerful machine than existed when the MPC standard was defined. This has prompted the MPC group to issue a new standard called MPC2. I personally would not buy a CD-ROM-equipped computer today which does not meet the minimum requirements to be classified as MPC2 compatible. If you are thinking about upgrading your existing computer, you may wish to think about buying a whole new computer if it can not be brought fully in line with the MPC2 standard, which is:

- IBM compatible computer with a 486/25 or faster processor
- SVGA video display capable of 640x480, 65,000 colors
- Sound Card (with ability to play both midi music and digitized sound, plus the ability to mix multiple sound sources)
- 80 megabyte hard drive
- 350ms or faster seek time
- 300,000 characters per second data transfer rate
- Windows 3.1
- 4 megabytes of ram

²A "byte" means one character of information; one letter or number. Programmers call them bytes. I don't know why, but honest to gosh (I'm not making this up), half a byte is a nibble. Nibbles are made up of bits. Aren't programmers fun?

³Midi is a very condensed way of storing music on computers. It stores music in a form which is based on the piano. Instead of storing a song according to how the song sounded, it stores it as a sequence of notes, somewhat like a piano roll. The same piano roll played on two different pianos produces two very

different-sounding songs. The notes are the same but the instrument sounds different. Midi is popular with computers because it uses very little data to represent long songs. Midi can only be used for music though; it is useless for speech or sound effects.

⁴When computers need to reproduce speech or sound effects, such as a horn honking, they record sound digitally. This is the exact same process that is used for digital music on CDs. It takes a lot of data for a very short amount of sound, but you can record and playback anything. Early sound cards, like the Adlib,

did not have the capability of playing digitized sound.

⁵Have you ever seen a mixer panel that bands use? Your computer has several individual pieces of hardware, each of which produces sound. They are: the internal speaker, the CD-ROM drive, the FM Synthesizer on the sound card, the digitized sound sampler on the sound card, and the microphone you might have plugged into your sound card. All of these would need a separate set of speakers unless the sound were somehow "mixed" together. MPC-compatible sound cards have a mixer built onto the card.



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The MPC2 standard has not been well-publicized. It is rare to see it even mentioned in computer advertisements. This has to change if great software is to emerge. There is too much confusion in the market now. I have been around PCs since the beginning and am uncertain when buying most software whether or not it will run on my computer. This means the market for CD-based products isn't as large as it should be. Sierra is committed to shipping great CD-based products and may stop producing floppy based product within 24 months. I hope the confusion stops soon.

Buying a new computer, or upgrading your current computer, is not easy. Assuming you can afford it, and have made the decision to get a CD-ROM drive, here are my thoughts. If you have a 286- or a 386-based computer, you should look into upgrading to a faster processor, or consider buying a whole new computer. Fully-equipped MPC2 computers with 486DX2/66 processors can be had for under \$3,000, if you look around.

What to Buy and Where to Shop

Make sure you get an MPC-compatible sound card. The SoundBlaster is not MPC-compatible, but the SoundBlaster Pro is. Ask before you buy, you really do need to shop carefully. There are many great sound cards out there. The problem area is in compatibility with today's DOS-based games and education products. I would not purchase a sound card which is not SoundBlaster- or ProAudio-compatible. In fact, if I were adding a CD-ROM drive to an existing computer, my preference would be for a multimedia upgrade kit which would come with both the CD-ROM drive and sound card, preferably from either Creative Labs (SoundBlaster) or MediaVision (ProAudio). You will spend somewhere between \$400 and \$500 to upgrade. And, this will be without an amplifier or speakers.

You will not be able to run many popular programs if you do not buy a double-speed drive. You can save money by buying a single-speed drive, and you will be able to run most of what is on the market today, but it will be obsolete in a year. Also, make sure that the seek time is under 350ms. You can save money on buying a drive with a slower seek time, but it may not run many CD-ROM titles correctly.

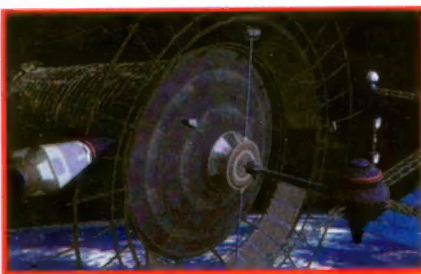
When it comes time to buy a CD-ROM drive upgrade kit, stop by your nearest software retailer. Many, such as Software Etc. and Babbages, sell CD-ROM upgrade kits. I would also pick up Computer Shopper and make some phone calls. Do not buy anything from someone who won't be patient with you. Ask lots of questions⁶. You also may want to buy from a retailer who will install the upgrade for you. IBM-compatible computers can be extremely confusing when it comes to hardware conflict. It is not uncommon upon installing a CD-ROM drive to have some other part of

your computer that worked fine before stop working, such as your joystick, printer, hard drive or modem. You will also find that the device driver software for your CD-ROM drive stops some programs you are now running from working, due to a lack of memory. I can't reinforce enough that, unless you really know what you are doing, you should focus more on finding a retailer who will patiently answer all your questions, both before and after purchase, than on saving \$50.

Software Availability

Once you have upgraded your computer, you are ready to run multimedia software. The bad news, after all this work, is that there really aren't as many great programs as you would think. Ask your retailer what is good before you buy. I purchased my CD-ROM equipped computer from a mail-order company that gave 25 free CDs along with my purchase. What garbage!!!! Not one of the CDs has spent more than five minutes in my computer. Some companies are making money by simply scanning pictures and putting them on CD along with some lame text databases.

A CD can be awesome when it's used properly. One product that we will be shipping



Games like the science-fact strategy simulation *Outpost* take advantage of Super VGA on CD.



The opening cartoon on the CD version of *King's Quest VI* weighs in at over 40 meg.



Actors like Tim Curry draw you right into the story on the CD version of *Gabriel Knight*.

by the time this article comes out just blows me away. It is called *Gabriel Knight*, and is a game which features actors I am extremely proud to have been able to work with; Tim Curry (best known for *Rocky Horror Picture Show*), Mark Hamill (*Star Wars*) and Michael Dorn (*Star Trek: The Next Generation*).

Another hot CD is *Outpost*, which will be released early next year. All of *Outpost's* animation was rendered in Super VGA. It is worth buying *Outpost* just to see the cool visions of space. Obviously, I am biased towards Sierra products, but several of our competitors have great products as well. Just make sure you talk to your retailer before spending your money and you'll be okay.

What New Hardware is Coming

I hate it every time I have to upgrade my computer. It is expensive and a pain. I wish I could say that if you bring your machine up to MPC2 standard, that you are safe from the need to upgrade for a while. Not true. My guess is that the next trend will be toward video cards which contain graphic decompression hardware. Even 300,000 characters per second won't give your computer the data transfer rate required to play true full-screen movies. There are ways to compress graphics so compactly that 300,000 per second can work. The most popular technique requires extra hardware in your computer that does MPEG decompression. Sierra is talking to several video card companies that want us to put MPEG compressed graphics into our games. We are also talking to sound card companies that are bringing out cards that have incredible sound quality. You can also expect to see games from us next Christmas which accept spoken input in addition to mouse commands. All of this is a long way from being "standard," though - so don't worry, you've got plenty of time before you may want to consider upgrading.

The Bottom Line

So, the bottom line is as follows. The hottest software in the years ahead will be shipped on CD. It is expensive to upgrade to a CD-ROM drive, partially because you need a new sound card as well. You need to use extreme caution as you make your purchase, as this is a new standard which is still evolving, and it is easy to get caught with already obsolete hardware. The payoff is in the product. To run software that pushes your computer to the limit, you need a CD-ROM drive.

Good Luck!

Kenneth A. Williams
Chairman/CEO, Sierra On-Line Inc.

compatible? Does it have a mixer? Is it compatible with Windows? What products does it work with? Windows is a trademark of Microsoft Corporation.

⁶Most retailers won't know what you're talking about if you ask them whether or not the CD-ROM drive or sound card you are considering is up to MPC-2

specifications. Ask: Is it a double-speed drive? Is the data transfer rate greater than 300,000 bytes per second? Is the sound card SoundBlaster- or ProAudio-

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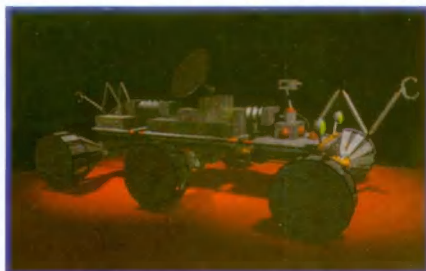
Hi everyone! This is going to be about the new game *Outpost*. I spoke with Bruce Balfour, the author, who said I should make sure to mention that it is a serious "science-fact" based interstellar colonization game.

What happens is there is a huge asteroid heading toward the Earth. When the asteroid hits, it will create another ice age. The people on Earth send off long-range probes that monitor star systems, and seek good locations to start a colony. You get to build and equip your own ship, but you only have a limited amount of money and room on the ship. You have to limit what you can buy. After that you fly to Jupiter and get fuel. By this time the probes have come back and you can choose a solar system to colonize.

This takes around 50 to 60 years, so everyone gets their metabolisms slowed (not frozen). When you get there you choose a planet and location for you to start your colony. Then you launch lasers to blow away small meteors (no atmosphere to burn them up), and solar collectors for energy. Then you send down automated robots to start building things, and later everyone goes down to live on the planet surface, except for a small group of

rebels that start their own colony. And yes, you can have more than one colony.

Not everything is fun and games, though. You have to keep the population happy and employed. There's 300 MPH winds, and solar flares that can destroy your colony. Eventually your colony starts making advances. So you



Outpost's 3-D rendered graphics look incredibly realistic.


start up space travel again and colonize nearby planets. If you get far enough you can terraform your planet (make an atmosphere).

Now here are all the cool things about *Outpost*: 1. The graphics are all 3-D rendered so they look incredibly realistic (it's really amazing—they are all Super VGA). 2. There are going to be add-on disks coming out later. 3. This is Sierra's first strategy game and is

better than any others (this is unbiased—almost). 4. It's going to be made multiplayer and put on *The Imagination Network* (formerly TSN).

I'm sorry for not being able to answer my mail. We (my family) just moved to Seattle and I haven't had time to respond; I'll try to answer them as soon as I find them. Here's something cool, *Gabriel Knight* has gotten Tim Curry, Michael Dorn (Worf on *Star Trek: The Next Generation*), and Mark Hamill (Luke Skywalker) as voices for characters in the CD version of the game.

New games: Well, let's see here... we have *Phantasmagoria*; a sequel to *The Incredible Machine* which is *Incredible Toons* being more cartoonish, featuring such characters as Al E. Cat, Sid Mouse, Bik Dragon, Eunice Elephant, Hildegard Hen, and Muscle Rat plus more!! (I sound like a game show host!) Then there's *Police Quest: Open Season*, and *Quest for Glory: Shadows of Darkness*. Plus my mom has started writing the next *King's Quest* (Rosella is back!) and that will, supposedly, be out by Christmas of next year.

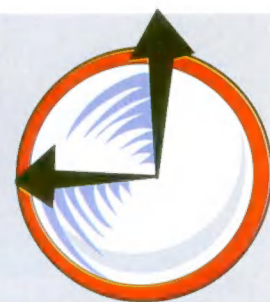
Oh, and just so that you don't flip out, we only moved the management part of Sierra, not all of it. Version 2.3 of *The Imagination Network* will be out soon with some cool new games; *Trivia*, *3DGolf*, *Stratego*, *Spades*, and *Euchre* (don't ask me how that's pronounced). Well that's it, see you in Spring. 

By Chris Williams

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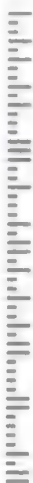
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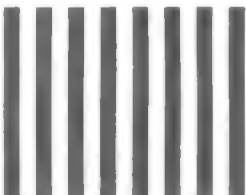
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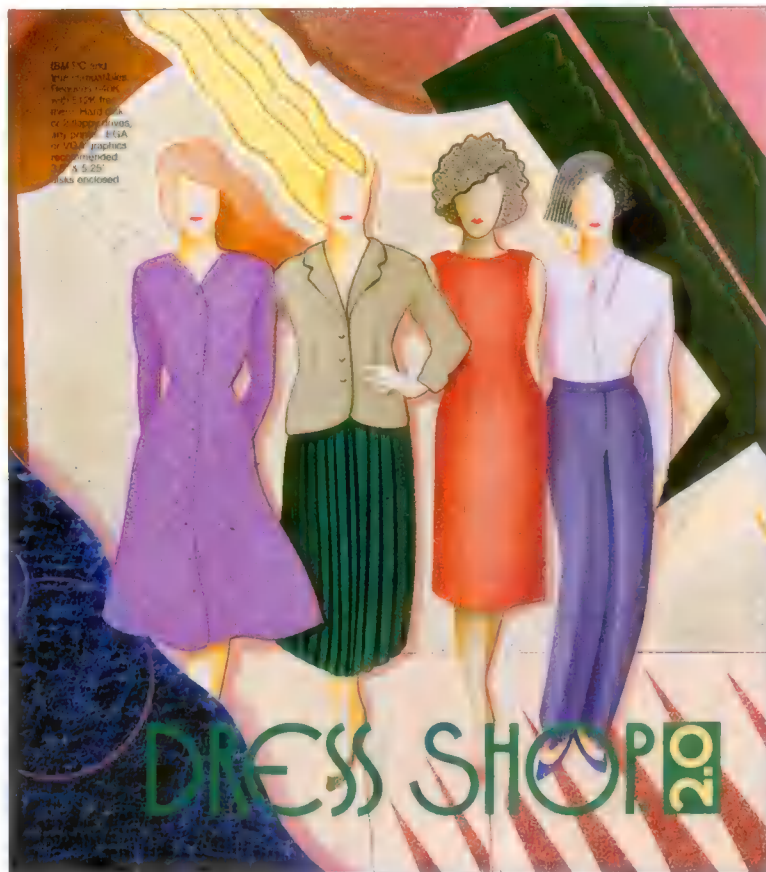
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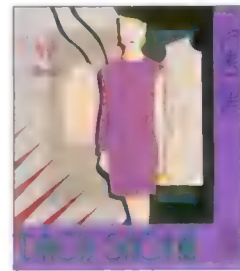
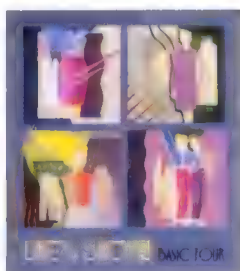
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NEWS NOTES

Macintosh Game Lock-Ups Solved with Free Patch Disk

We recently discovered a programming problem that will cause lock-ups when you run your Sierra 256-color adventure games. When your Mac's clock is reporting a date of September 18, 1993 or later, you may experience problems while attempting to play your Sierra game. As a quick check to see if this is the lock-up problem you're experiencing, go into your Control Panel, select the Alarm Clock Control Panel, and change the date to September 17, 1993, or earlier. Try starting your Sierra game after setting the date.

If you're able to play the game now, then Sierra has a patch disk that will correct the lock-up problem. If you have a modem, you can download the patch from the Sierra BBS. The BBS number is 209-683-4463. Go to the Macintosh Library of files and download the file MCDATE.SIT. This patch is also available for download by America On-Line, CompuServe, and GEnie members.

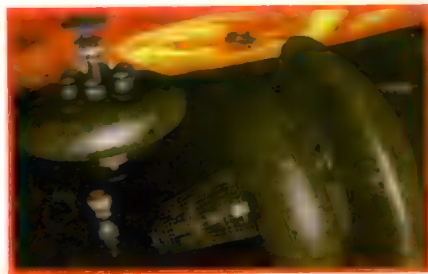
Sierra will also send you the patch disk free of charge. To obtain the disk, please write to our Patch Disk Department and request the MCDATE patch disk. The address is: Sierra On-Line, Patch Disks, Dept. 10, P.O. Box 485, Coarsegold, CA 93614. You can also fax your request to 209-683-3633. Label your fax ATTN: Patch Disks Dept. 10.

In your written correspondence, please remember to include your name, address, daytime telephone number, and the specific request for the MCDATE patch. We will be more than happy to send this patch to you as soon as possible. Once you receive the patch, there will be complete instructions on the disk that will outline how to apply the patch to your Sierra game. Note: Mac games from Dynamix and Brightstar are not affected.

Outpost Visits World Science Fiction Convention

Sierra Producer-Designer Bruce Balfour unveiled his new game, *Outpost*, at the 51st World Science Fiction Convention in San Francisco recently. *Outpost* is a strategy simulation of space colonization. The reaction to *Outpost* was favorable from Earthlings and Non-Earthlings alike, with nine out of ten Romulans declaring *Outpost*

their favorite strategy game ever. When you consider how difficult it is to please a Romulan, this is even more impressive. Pick up *Outpost* in March, 1994.



The colonization starship, in orbit around Jupiter, is being prepared for launch to a distant Outpost.

Sierra's 900 Hint Line Expands Services

What are the most burning questions ever asked of ex-LAPD chief Daryl F. Gates? And how did he answer them? Now you can find out through a new service offered on our 900 hint line. When you call, just follow the prompts with your touch-tone phone. Normal rates apply. See page 10 for details.

Strategy Plus Employee of the Month: Sierra's Josh Mandel?

They call him "Sierra's hottest up-and-coming game designer." But you'll want to read all about it yourself in this month's Strategy Plus magazine. In a candid interview, *Freddy Pharkas'* co-designer tells all. You'll learn things like how he got his job at Sierra, how he got nicknamed Josho, and why he smells like Al Lowe's feet. It just couldn't have happened to a nicer guy. Oh! If only we'd thought of it first. Congratulations, you nut.

Sierra Wins Laurels from A Wide Range of Critics

Sierra On-Line has always been the game company the competitors try to beat. This year, critics far and wide have showered us with kudos for an array of Sierra and Dynamix games. Here's a listing of a few of them:

Freddy Pharkas

Best State-of-the-Art Adventure, Electronics Games

Gabriel Knight: Sins of the Fathers

Best of Show, Computer Electronics Show

King's Quest V

1993 Reader's Choice Award, PC World

Computer Gaming World has also nominated four of the hottest titles from Sierra, Dynamix, and *The ImagiNation Network* for its coveted annual awards. The winners will be announced in November. The nominees for 1993 are:

Adventure: Quest for Glory III (Sierra)

With most adventure games you play once and you're done. When you finish *QFGIII*, it's time to play again! In this exotic fantasy adventure set in a mythical Africa, you can battle, steal, or conjure your way to success as one of three different types of heroes: a Fighter, a Thief, or a Magic User. To win, you must push your imagination to its limits! "Frankly, it's hard to believe Sierra can top this effort."—*White Wolf Magazine*

Simulation: Aces of the Pacific (Dynamix)

An incredibly detailed flight simulator which covers carrier operations, torpedo attacks, anti-ship and ground strikes, interceptor and escort missions, as well as dogfights against top historical aces in W.W.II. Its incredibly detailed manual contains historical notes, photos, maps, pilot profiles, tactics, technical specifications, and color illustrations. "*Aces of the Pacific* is smooth, solid, and handsome—the best air-combat game I've encountered."—*Computer Shopper*

Sports: Front Page Sports: Football (Dynamix)

A wonderfully comprehensive simulation that lets you tackle football, from drafting teams and forming leagues to designing plays and running the action on the field. Its elaborate artificial intelligence notes patterns and counteracts player strategies, learning as it plays. It can even calculate areas of weakness and exploit them. "*FPS: Football* is one of the most visually stunning and realistic simulations of the sport I have ever played."

—*Video Games & Computer Entertainer*



ImagiNation is the gateway to Yserbius (top right).

On-Line Games: Shadow of Yserbius (The ImagiNation Network)

Meet the challenge alone or form your own band of heroes in a multiplayer environment where thousands of adventurers meet, team up, and venture forth into the shadowy world of Yserbius. Players build their characters' strength, endurance, and abilities. They complete quests, acquire spells, and advance in level. Strategy Plus calls *The Shadow of Yserbius* "a champion among multiplayer fantasy games."

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Decisions Behind the Scenes of Police Quest: Open Season

Decisions, decisions, decisions. Before most projects are complete, a myriad of decisions has been made, and Police Quest: Open Season is no exception. These decisions started when Ken Williams decided to approach Daryl Gates. Now why would he do that? And why did Daryl Gates agree to involve himself with a computer game? Since inquiring minds want to know, we thought that answers to these questions, and other tidbits of information, might be of interest.



How did America's most experienced—and controversial—cop wind up at Sierra?

Why Ask Daryl Gates?

When Ken Williams first thought of approaching Daryl Gates for *Police Quest: Open Season*, John Williams was a key player in the decision. John, who is also Ken's brother, gave us the following personal insight.

"The decision to use Gates wasn't an easy one. This was well over a year ago now, and the film clips of LA burning on CNN were still pretty fresh in everyone's memory. A lot of Sierra people come from the Los Angeles area so there were some pretty strong negative opinions against Gates early on. But the more Ken learned about the Chief, the more he got to like him, and really believed that he was the right man for the job.

"Ken continued to talk to Gates and a handful of other notable law enforcement professionals over the next few months, but despite conversations with less controversial men, the decision kept coming back to the Chief. When you figure that Gates was with the LA Police Force for 43 years, and you think about the ways that LA has changed in that time, you get a real feel for what he brings to the table. His involvement in the Hillside Strangler cases is pretty well known, and of course he had a bird's eye view of the LA Riots of 1992. But Gates was also part of the Manson Family murder investigations, and he headed field operations during the Watts Riots. His time in the streets stretched from the building of the first LA freeways to the first freeway shootings, and he's been everything from a patrol cop to the police chief. If we wanted perspective on things, we couldn't find a better man than Gates. He had the inside story on every investigation that Ken had read about in the Los Angeles newspapers. The decision quickly boiled down to a choice between Gates and a well-known author.

"The final decision to go with Gates came when Ken took a trip to Los Angeles to see the man personally. The press had sort of painted the guy as a real dictator, so Ken really didn't expect to like him, but the impression Ken came away with was very favorable. Gates' actions were those of a perfect gentleman, and he was a real personable family kind of guy. Ken didn't really agree with Gates on everything, but he has always liked people with strong opinions backed up with conviction.

"Ken also took note of the commercial appeal of Gates around this time. His radio show on LA's talk radio station was quickly becoming one of the most listened to, despite what the press had to say about the guy, and his book *Chief* was selling quite well. Ken is also a fan of Rush Limbaugh, and when the first caller to Gates' show started with the customary "Dittos" greeting that Rush usually receives, I think Ken was at the turning point.

"Perhaps the single funniest thing I can think of that helped sway Ken's opinion, though, was a magazine story on Daryl Gates with a picture of the Chief surfing off the California coast. Ken figured that any 60-plus year-old guy who took the time to go surfing each morning can't be all bad, so he made the mental decision to sign him.

"In the end, I think Ken sort of came to the opinion that Gates had been pinned as the fall guy for the whole LA Riot thing. The politics of it all made Ken that much more interested in Gates, and seemed just one more reason why Gates had the insight into how our law enforcement organizations really run. He decided the whole controversy over Gates would ultimately help the game sell better."

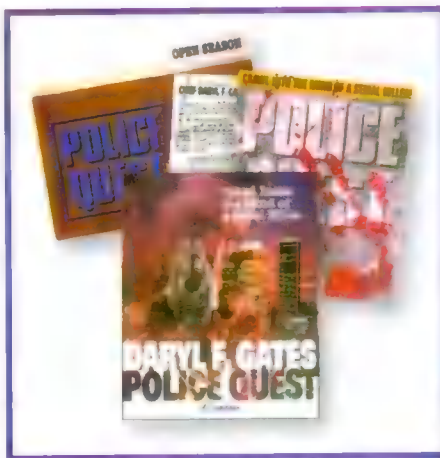


Tammy Dargan, a former producer for America's Most Wanted, leads the project.

By Nancy Smithe Grimsley

Marketing the Game

While *Police Quest: Open Season* was still in development, the box design process began with these guidelines: "this fourth installment of the *Police Quest* series must be more realistic, more like real life, set in a real big city—and all this must be portrayed on the box." Writers and artists set to work and produced various elements that the designer combined into three finished samples. Feedback was solicited from the field sales team, from marketing gurus, from the product development team, and from top management. That's a lot of people, and they had a lot of opinions. Debate raged. Alterations were hammered out and incorporated. As a final step, the Brand Manager and Marketing Research Specialist took three versions to two different software stores and solicited opinions from customers and retail clerks. Comments from customers tilted the final choice.



Of the three boxes, which are pictured here, the file folder lost overwhelmingly. There was a split vote between the city scene and the bloody hand. Parents often had a side comment about the emphasis on blood, and we ended up leaning away from that presentation.



Daryl F. Gates investigated such cases as the Hillside Strangler and the Manson murders.

Why Daryl Gates Agreed

Former LAPD Chief Daryl F. Gates, during a forty-three year career in law enforcement, started as a rookie and moved up through the ranks to become Chief of the Department. In the months after he agreed to work on *Police Quest: Open Season* for Sierra On-Line he identified several of his reasons for becoming involved.

Increased understanding

He sees *Police Quest: Open Season* as an opportunity to help people get a more realistic view of the police. All too often people form their impressions from TV and movies, viewpoints that Chief Gates feels are false, and he believes that even law enforcement officers are going to be surprised at the realism of *Open Season*. Following proper police procedures gives the player a real taste of what it's like to be a detective gathering information, sorting through collected material, and securing proper evidence for a court of law. Chief Gates hopes that understanding will help overcome some of the wariness people often feel about the police and will offer a better appreciation of what officers face on the job.



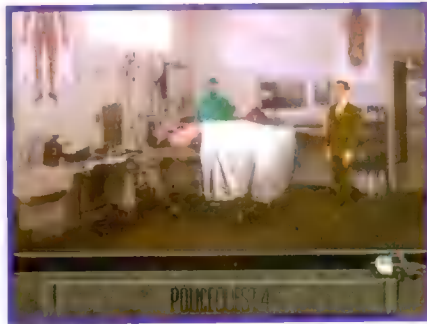
D.A.R.E. - Drug Abuse Resistance Education

Chief Gates is very strong in his support of the D.A.R.E. program. "One of the reasons I'm very anxious to do this particular game is that Sierra On-Line is giving a plug to D.A.R.E. Nine million kids every single day have the D.A.R.E. program in this country, and it's spread throughout the entire world."

Drug Abuse Resistance Education began in Los Angeles city schools back in 1983 as a program that put police officers in the classroom for a 17-lesson-course on how to say "no" to drugs. Chief Gates again: "A couple of things happen there. Not only do the kids learn how to say 'no' and how to resist peer pressure, but they develop an incredible relationship with that police officer. They find out that a police officer is a warm, friendly human being, and that's going to have a lasting impact on those kids. When they grow up they'll look at a police officer and remember that police officer in the classroom."



Gates coached the actors on accurate police procedures and weapon handling.



Exacting investigation methods combine with a story ripped from today's headlines.

Photorealism in the Game

Designer Tammy Dargan, who has been a producer for segments on TV's *America's Most Wanted*, talked about the decision to use real photography rather than more traditional painted backgrounds. She and teammate cameraman Rod Fung drew on their knowledge of state-of-the-art photo technology when asked to come up with photorealism. They knew about digital photography but weren't sure if it could be incorporated into a computer game. After much research, though, they found cameras and software to put to a very unique use. To their knowledge this is the first use of digital cameras in any computer game.

When we say realism, we mean you walk the streets of LA

The result is they really created Los Angeles on screen. This is not just a rendition of LA in some way, but photography of the real city. Daryl Gates was involved to make sure the plot and procedures were real, and the new camera placed the action in the real city he knows. If you enter a small apartment, you'll be entering a real small apartment. Your computer at home—which will have to be at least a 386/25, but they suggest a 386/33—is going to give you a very real look and feel for police work in LA.



The first victim—your ex-partner—was found in an alley at 1 a.m., tortured and mutilated.



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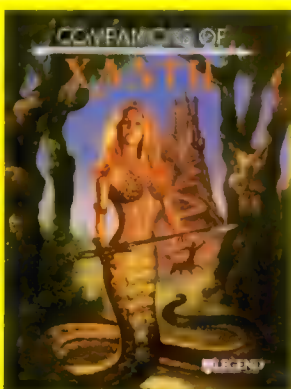
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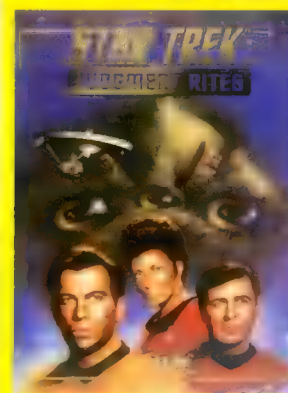
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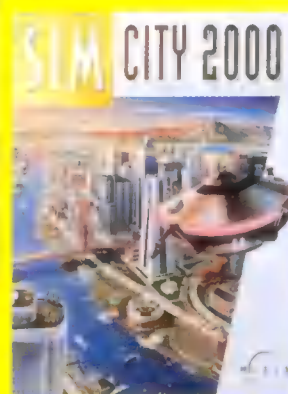
'STAR TREK: JUDGMENT RITES' Captain's Log stardate 6238.4. You're being watched. By whom or what is unknown, but strange events are happening. You're a long way from Starfleet command and only you can discover what is challenging your mind beyond your nightmares. **\$38**



'RETURN TO ZORK' is the next generation in the classic Zork series. Return to Zork is an amazing interactive adventure of danger, intrigue, and low cunning. Filled with fascinating puzzles, it features a cast of Hollywood stars, a revolutionary interface, over an hour of spoken dialogue and music. **\$46**



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'SIMCITY 2000' is the long awaited follow up to SimCity that takes urban planning into the next century. SimCity 2000 adds a new level of realism, sophisticated gameplay. New features include underground water and transportation systems. 3D views and SVGA graphics. **\$42**

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Quest for Glory: Shadows of Darkness



Daryl F. Gates' Police Quest: Open Season



Gabriel Knight: Sins of the Fathers



Leisure Suit Larry: Shape Up or Slip Out!



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A Call to Heroes

In *Quest for Glory: Shadows of Darkness*, you must deal with your share of foul and ferocious monsters. Yet between desperate encounters with terrible monsters and life and death decisions lie many light-hearted, humorous, and downright silly moments. And each victory will yield valuable experience and treasures beyond your wildest dreams. You'll meet some very peculiar individuals, indeed, living—or formerly living—in the Land of Mordavia.

So it is your time. Time for learning to think, to reason, and to solve problems as only a Hero can. As you face the challenges of Mordavia, your success depends upon your wits, your strength of character, and your bravery. For now, you're no longer a green "wannabe adventurer". You're a seasoned adventurer with many skills and talents to help you in your *Quest for Glory*.

Quest for Glory: Shadows of Darkness

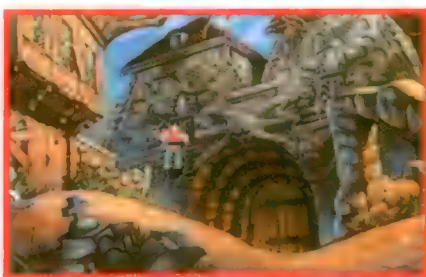
"To this day, when the moon is dark, and the winds are still, strange things can be seen near the Cave of the Dark One. Forms and shapes of things that were once human still lurk in the vicinity, whispering in the night strange tales of a High Priest that did not die, but waits within the dark confines of the cavern, guarding a ritual that will someday again be used to summon the very Shadows of Darkness." —*Call of Avoozl and the Cult of Amon Tillado* by P.H. Craftlove

It's a Monster-Eat-Monster World Out There

"Time was when anyone with a sword or a spell could go around calling herself a Hero. All you had to do was fight a dragon or two, rescue a princess maybe, and you were set for life. Well, we've come a long way since those days and being a Hero in today's monster-eat-monster world means more than just swinging a weapon and hitting your target.

By Patrick Bridgeman & Leri and Corey Cole

"Why did you ever want to be a Hero in the first place? Was it for the endless opportunities of wading through monster guts and goo? Or did you prefer sweating through sweltering swamps? Maybe you



A sinister setting and a sophisticated gaming system add up to an unparalleled adventure.

were looking for a pat on the back for hacking through hordes of horrific hobgoblins.

"Whatever your reasons were back then, you must now prove to the world you're not just another mediocre good guy. Because in the Land of Mordavia, what

Six Hot New Spells For Magic Users

Magic is a skill that requires brains, common sense, and talent to perform correctly. Knowing what to cast and when to cast it is the mark of a true mage. Here's a glimpse at six hot new spells and what they do for you.

Aura (Defensive Spell) - This spell protects you against the dreaded Undead. When you absolutely, positively can't avoid the Undead, use this spell.

Glide (General Spell) - This spell operates when you step upon a liquid surface. With it, you'll skate around the water's surface as if it were solid ice.

Frostbite (Offensive Spell, Area Effect) - This is the only combat spell that can

you do no longer matters. What counts is how you do it and how you look while you're at it. If your idea of Heroism is more than mere gore and a handshake, then you will have to go beyond the average Studly Doright, Mickey Mage, or Sneaky Feetic." —*from The Hero as an Artform* by Fish Crowdad

The Town of Mordavia

"Mordavia is a small valley nestled amidst the Malignant Mountains to the east, the Carphatologic Mountains to the west, the Aphotic Alps to the north, and the Heinous Hills to the south. There is but one pathway to this valley and as it is currently cut off by a mephitic and quagmire-filled swamp, entrance to Mordavia is rather difficult. This isolation, though, creates an atmosphere of fear and mistrust that will add immensely to the emotional state you will experience here.

affect more than one monster at a time, assuming the monsters are close to one another. It is particularly useful against fiery creatures such as Fire Lizards.

Hide (Defensive Spell) - This is the spell to cast when you are being chased by a monster and really need to get away. With this spell, as long as you don't move, most monsters won't even know you are there.

Protection (Defensive Spell) - This acts as a magical shield in combat, and can really help reduce damage from wicked, sharp claws and teeth.

Resistance (Defensive Spell) - This spell reduces damage from element-based magical attacks such as fire, lightning, and cold.

"From the abandoned Borgov Castle, whose last inhabitant disappeared under, shall we say, mysterious and suspicious circumstances, to the malevolent Monastery of the Mad Monk, to the uncanny and horrific Mouth of the Dark One, Mordavia has everything to put that spine-tingling chill in your blood and the delirium of incipient madness into your mind." —from *Mordavian Nights* by October Derleth

"When Aeons pass where the Dark Things Lurk, And Mindless Servants do meaningless work, The ancient men will develop a quirk, And Everyone else will just look like a jerk, Then shall Avoozl arise from the Murk!"

—*The Necrophilicon*

Detailed World and Hot Combat Action

"We've done quite a bit of work in the *Shadows of Darkness* design to adapt to different player styles. In particular, each player can set a 'player skill level' which will determine whether combat is arcade-like or purely strategic," said designer Corey Cole. "This will allow both teenagers and middle-aged gamers (like ourselves) to have an enjoyable and exciting play experience. We've also greatly increased the number and variety of puzzles as compared to the first three games—*Shadows of Darkness* will definitely provide a fun challenge for serious adventure gamers. Of course, all of the puzzles can be solved with clues in the game—this is above all a fair adventure."



Combat can be as deadly as today's hottest arcade bits or an exercise in strategy.

"In *Quest for Glory III*, we pioneered a new interface to allow the Hero to both talk about subjects and ask questions," said designer Lori Cole. "In *Shadows of Darkness*, we've expanded on this to give very real feeling interactions between the Hero and other game characters."

You Make the Rules

You can start fresh or import your character from *Quest for Glory I, II, or III*. Choose to be a Fighter, Magic User, or Thief. You'll fight monsters with a sophisticated new battle system that lets you choose skill level and combat type—from pure strategy to adrenaline-pumping thumb-twitching arcade action. And you'll unravel A LOT of puzzles—nearly three times as many as found in other adventure games. Add to this a hot new soundtrack and puzzles, combat, and other obstacles that change according to your style. Now more than ever, *Quest for Glory* will suit every Hero's needs.



Some Fiendish Friends You'll Make

Ad Avis - A swarthy vampire and the ultimate bad guy.

Baba Yaga - Although this Slavic Ogress is certainly self-centered and eats humans on occasion, she does keep her word.

Bella (Innkeeper's Wife) - She's a bit reserved, but your actions can draw her out.

Bonthead - This talkative and sarcastic skull is still employed as the gate guard to Baba Yaga's hut.

Burgomeister - (Dmitri Ivanov) This is a bitter man with a large full beard and mustache. His clothes suggest noble ancestry.

Child (Tanya Markarov) - Despite her bloodthirsty tendencies, Tanya is a very sweet six-year-old, pointy-toothed vampire.

Chief Thief - (Lorre Petrovich) He looks like a man from the waist up, but with swollen tick abdomen and legs.

Dr. Cranium - Let's see...fuzzy hair, a wild manner and friendly voice...could this be Corey?

Domovoi - This hairy old man with large expressive eyes is just a Slavic House Spirit.

Erana - Erana was once the most powerful spellcaster of all Faerie Folk. Now, she's just a dream.

Erasmus - The most powerful wizard living in this world. Definitely a good friend to have.

Faerie Queen - Watch it! This arrogant and haughty creature can hurt you.

Fenrus - Fenrus is Erasmus's intelligent, magic-using, and sarcastic rat familiar.

Franz, Hans, and Ivan - These three peasants are the spokespersons for the village.

Gatekeeper - (Boris Stovich) A tall, thin man who ran away from his domineering

wife, Olga, and now has the high-status position of castle doorkeeper.

Ghost Wife - (Anna) 25 years ago, Anna was out gathering berries in the forest when she was killed by a monster. Now she's a ghost because of her love for Nikolai (the Old Man).

Gnome - (Punny Bones) Curly hair, pointy ears, childish face, large mouth with perpetual smile—that's Gnome, all right.

Goon Guards - Goons are big and ugly with not much brain in their heads. In this respect, they resemble some humans.

Gypsy Davy - A very handsome young gypsy with wavy dark hair and dark eyes.

Gypsy Fortune Teller - This is a very beautiful older woman. Although her hair is silver and she has some wrinkles on her face, she carries herself with pride.

Igor - You can tell Igor by his distinctive shuffled-lurch walk, hunched back, cloak and cowl.

Innkeeper - This hard, stern man lost his daughter and all hope many years ago.

Katrina - This vampire will woo you with her innocent charm.

Leshy - This man with long, chartreuse hair parted in the middle and a very long beard is actually a Slavic Forest Spirit. His face should be brown like wood.

Old Man - (Nikolai) Tired old man who has been hoping for news of his missing wife (Anna) for 15 years. Anna was killed in the forest and is now a ghost.

Piotr - He's the spooky, ghost grandfather of Burgomeister.

Rusalka (Ilyssa Pavlovna) - Other than the fact she is dead, she is very sexy.

Shopkeeper - (Olga Stovich) Short, fat, peasant woman with a most unpleasant manner.



The dream begins, as it always does, with shadowy images. He sees a fire, a strange golden medallion, a beautiful woman in flames. But gradually, the dream changes. A lone figure stands back from the flames, a tear catching the dancing reflections of the fire. As he watches, a snake coils around his neck, and then transforms into a noose.

Lightning flashes to show a figure hanging by the neck from a tree. As the lightning flashes again, he sees the face of the hanged man. It is his own.

Once again, Gabriel Knight wakes up screaming, a cry echoing into the dark, uncaring night.

To Sleep, Perchance to Scream

This eerie, intense nightmare sequence is your introduction to the world of *Gabriel Knight*. Haunted by dreams of another era fraught with horror and supernatural, he must find his place in a frightening past and dangerous present.

Gabriel Knight is a writer and antique bookshop owner. His latest project is a book on what appear to be brutal voodoo murders in his native New Orleans.

But as Gabriel searches the side streets and back alleys of the city for clues to the ritual murders, he begins to realize that the

horrible nightmares he has been having are somehow connected to the killings. The images he sees in his terrifying dreams are rooted in voodoo, a religion still practiced in the fringes of society by those who worship the dark gods.

Gabriel starts to understand that if he can solve the mystery of the voodoo murders, perhaps he will be cured of his nightmares. And if he can find the key to his nightmares, perhaps he will discover who the killer is. As Gabriel learns more about his past, he discovers a chilling secret which has haunted his family for 300 years. In order to break a centuries-old

curse, Gabriel must atone for a wrong that was committed before he was even born.

A Dark, Erotic Journey

Gabriel Knight: Sins of the Fathers is a Neo-Gothic journey into the supernatural. Game designer Jane Jensen classifies the game as a "psycho-thriller," making *Gabriel Knight* the first psychological suspense adventure game. Jensen, a published horror fiction writer and a seasoned Sierra designer (whose credentials include co-designer credits for *King's Quest VI: Heir Today, Gone Tomorrow* and *EcoQuest: The Search for Cetus*), has created a shadowy, threatening atmosphere for *Gabriel Knight*. Jensen cites Ann Rice's *Vampire Chronicles*, the films of Tim Burton, *Blade Runner*, *Angel Heart*, and Francis Ford Coppola's *Dracula* as current fiction and films with themes and atmosphere similar to those of *Gabriel Knight*.

A Driven, Haunted Hero

Gabriel himself is not the typical computer game hero. He is not flawless, altruistic, or humble. Gabriel Knight is not driven by a sacred mission, a world in danger, or a thirst for justice. He is driven by his own haunted past and his dark, unexplainable visions. Gabriel seems the prisoner of a past marked by slavery, superstition, and religious hypocrisy.



Jane Jensen and Project Manager Bob Holmes with Tim Curry, the voice of Gabriel.

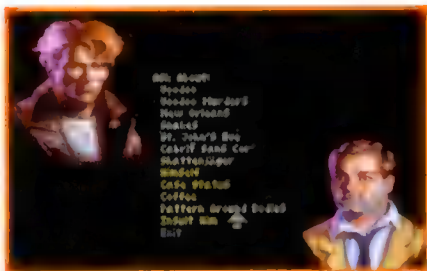
By Leslie Sayes Wilson



Gabriel's destiny is either to atone for the sins of the fathers, or to die trying.



Are Gabriel's horrifying dreams a warning—or a premonition?



The interrogation room allows Gabriel to investigate supernatural events.



Gabriel's bookstore is a haven from the dark occurrences in mysterious New Orleans.

Gabriel is more typical of the hero of a psycho-thriller. He's street-smart, skeptical, and even a little arrogant. He is also reckless in the face of danger.

This was a deliberate choice on writer Jensen's part. Gabriel is not just a character to be manipulated. As the game progresses, so does Gabriel. With the player's help, Gabriel develops as the story unfolds, and at the end of the game, Gabriel has become a better person.

A Deep, Engrossing Game

Gabriel Knight is a deep and engrossing game. The player doesn't simply solve puzzles, he or she actually challenges the characters and forces that seek to conceal the sins of the past and the crimes of the present. Each action must be designed to advance and unfold the story, revealing the secrets so crucial to understanding *Gabriel Knight*'s haunted life.

Other characters can actually be interrogated, using a conversation system that expands and evolves as Gabriel picks up more and more clues.

The story also advances depending on the way Gabriel talks to others. He can be insulting, demanding, solicitous, or flirtatious. The reaction of the other characters to his approach will help determine how much information he can actually get from them.

A Game Apart


It's the dark, psychological aspects of the game, though, that truly set it apart from other adventures. Many clues, for example, can only be found by interpreting Gabriel's nightmares. The images and events of his dreams represent the attempts of his subconscious mind to make him face things too horrible or unbelievable to be contemplated.

The skillful blend of psychology and actual horror keeps the player on the edge of the seat, wondering where the mind's subconscious tricks end and the real-life supernatural terror begins.

Gabriel Knight is recommended for mature gamers, and a warning to this effect will appear on the box. The recommendation is not made because the game employs suggestive language, nudity, or graphic violence. Rather, the recommendation is made for two reasons. First, Gabriel is faced with moral and ethical dilemmas which younger players might not grasp. Situations are simply not black and white as they are in most adventure games. Second, the mood of the game is dark and unsettling, and less mature players might find *Gabriel Knight* disturbing.

Even Scariest on CD

Great care has been taken to ensure that *Gabriel Knight* will—well, horrify the player. The music suggests New Orleans while creating an ambience of sensuousness and mystery. In the CD version of the game, Sierra will employ the talents of world-class actors. Tim Curry will play Gabriel Knight; his supporting cast will include Michael Dorn of *Star Trek: The Next Generation*, Efrem Zimbalist, Jr., and Mark Hamill.

These are a few of the reasons that *Gabriel Knight: Sins of the Fathers* is so effective. At the last Consumer Electronics Show, *Gabriel Knight* won Best of Show. Johnny L. Wilson of *Computer Gaming World* Magazine said, "It was the first time I've actually experienced fear when viewing a computer game... that's because the designer understands where real horror exists—within the human mind." 



Designer Jane Jensen

By Patrick Bridgeman

Jane Jensen had always dreamed of becoming a writer. When she went to college, however, she studied programming because she wanted a career at which she could actually earn a living. While in college, she embraced programming because of her logical mind. Her father was a mathematician, and Jane's whole family has always been into jigsaw puzzles, crossword puzzles, logic puzzles, and games.

Several years ago Jane decided to take the plunge. She quit her job, moved to Europe, and tried to write a mystery novel. To relax in her spare time, she bought a PC and two computer games: *Manhunter: San Francisco* and *King's Quest IV*. She'd never played a computer game before, and became really obsessed with them. After the first taste, she started buying and playing every Sierra game she could find. It occurred to her that writing adventure games would be a really good mix of all the things she enjoyed.

She moved back to the United States and kept trying to get a job at Sierra. It was kind of scary to change careers like that, but then they finally called for an interview. When she was hired, it felt like someone had walked up to her in a grocery store and said, "Hey, you want to be in a movie?"

Jane wants her characters to grow and learn, and wants the same thing for herself. She also wants her games to be consistently complex, meaty, and deep. Jane creates a world where players can really explore, full of characters they can get to know—an intricate puzzle to be unlocked a piece at a time.



True Confessions of a Larry Fan

By (We agreed that we're not going to use my name, right?)

I'm over thirty and I play Leisure Suit Larry.

I guess it was about 7 years ago, when my old lady left me for a door-to-door silicone implant salesman. I knew I shouldn't have let that guy into the house for the "free evaluation."

It was devastating. Every day seemed dark, gray and gloomy. Food lost all its taste. People seemed cold and heartless. Life became a corrupt parody of itself: dull, meaningless and cruel. (In retrospect, I realize now that this was due to the fact that I was living in Chicago.)

Just to sorta console myself and help the long, lonely hours pass, I bought a computer and a couple of games. *Leisure Suit Larry in the Land of the Lounge Lizards* was one of them. The other was some sort of airplane simulation thingie, but the manual was over 100 pages so I threw it all out.

Anyway, I started playing *Leisure Suit Larry*. And a funny thing happened.

I learned to love again.

It was the part of the game where Larry gets rejected. Remember? Well, it struck a nerve. I realized I wasn't alone in the world, that there were other shlubs just like me, searching endlessly for Ms. Right, getting

put down simply because I wasn't tall enough or rich enough or charming enough or because I smelled and wore an orthopedic toupee. Larry was me; I was Larry.

Then *Leisure Suit Larry 2: Looking for Love in Several Wrong Places* was released. And it was like falling in love all over again, except with fictional characters (which makes a long-term commitment impossible, but that's okay with most men my age). Just as nothing had changed in my life, nothing had changed in Larry's. We were both still on the prowl, still getting chopped down right and left by the women of our dreams, still performing heroic deeds of derring-do and saving the world from Communism. (All right, maybe only Larry did that, but I helped.)

And before I knew it, before my palms were even dry, there was *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals*. And for the first time, I really got to know Patti. The kind of woman any man would be proud to carry around as a financial burden for the rest of his life. But since she went off happily with Larry at the end of the game, I was afraid I'd never see her again. And I feared that I'd lost Larry as a best friend. I was crestfallen.

[“JM” pauses, takes a sip of water.]



When *Leisure Suit Larry 5* came out, my heart leapt. Somehow, Larry and Patti had broken up. I was in the running again! I wrote Patti love letters. I stole a car and drove to Half Dome in Yosemite, hoping to catch a glimpse of her, but she never showed. Eventually I got some tropical fish and tried to forget about Patti.

But I still missed Larry. I felt so sorry for him, and didn't want to lose the kinship we'd once shared so intimately. (Yeah, never you mind about THAT.)

Miracle of miracles: after two years of Larryless, loveless nights in front of the monitor, *Leisure Suit Larry 6* is on the horizon. From what little they've told me, I know that Larry wins a trip to La Costa Lotta, the fancy-shmancy resort and health spa. A spa loaded with babes. Probably more babes than all the other *Leisure Suit Larrys* stacked together.

I've heard other things, too. And I've been promised it'll be one of the most challenging Larry games ever devised. Just imagine it: the biggest, longest, hardest Larry ever.



Al Lowe's magnificent physique and handsome features belie a superior intellect. Al last appeared in the Fall 1992 InterAction centerfold, wearing nothing but a staple.

sight, pleading, begging, whining (and that's just the foreplay), delivering his greatest pick-up lines with his usual savoir faire. And we'll hear the sultry, sexy voices of the babes tempting, tormenting, and teasing him, searing him into a state of Pentium-grade meltdown before they reject him. Reject him more vividly than ever.

[“JM” shudders and takes another sip.]

I can't wait. I won't even be able to peel off the shrinkwrap without taking a cold shower afterwards.

Maybe my life is a little too entwined in Larry's. Maybe there's something terribly, horribly wrong here. Maybe I shouldn't be so involved with a character in a computer game.

Or maybe I should just face it. There's a little bit of Larry in everyone. It's nothing to be ashamed of.

But we agreed that we're not going to use my name, right?

Editor's Note: We promised to protect his anonymity, so even under threat of torture and slow agonizing death we would never, ever reveal that Josh Mandel wrote this article. ✕



Help Larry keep his wick dry and his dinghy afloat in Leisure Suit Larry 6: Shape Up or Slip Out.



Whoa! La Costa Lotta Spa's massage therapist demonstrates the importance of the "point-and-grope" interface.



Al Lowe's patented sense of humor can give a rush to any digitized little creep, especially Larry.



Disclaimer: Sierra On-Line disavows any knowledge of digital enhancement on the part of the babes of Leisure Suit Larry 6.

Computer Gaming World Review

It is the rare game that can make a jaded player laugh out loud. Rarer still is one that can make a jaded player laugh out loud frequently, and rarest of all is one that can make a jaded player laugh out loud frequently before it is even installed. Until recently, I would have felt comfortable substituting "unheard of" for "rarest of all" — but no longer, not after playing *Freddy Pharkas, Frontier Pharmacist*, the latest symptom of AI "Creator of Leisure Suit Larry" Lowe's dementia.

Freddy Pharkas is the *Blazing Saddles* of computer games. Lowe and co-designer Josh Mandel jump on the Wild West genre and ride it for all it's worth, pinching tropes from every great Western right up to *Unforgiven* and treating them with the disrespect they deserve.

Like Clint Eastwood's character at the end of last year's Best Picture, Freddy Pharkas gives up a life of violence for one of respectability: the ex-gunfighter studies pharmacology and opens his own shop in the wretched town of Coarsegold, California. Will he, like Clint, eventually have to strap on the ol' spurs and holsters and revert to old ways to see justice done? Do you even have to ask?

Freddy When You Are

The game opens with a backstory that takes a poke at the *Ballad of Davy Crockett*, singing of Freddy's achievements as a youth, the loss of his right ear at the hands of a crackshot villain named Kenny the Kid, his disillusionment with gunfighting, and his decision to become a pharmacist. ("Now our hero, Freddy Pharkas, / With his wounded pride and earless carcass / Vowed to the heavens to give up gunnery...") As the last strains of the catchy theme music dwindle, the player finds him- or herself staring at a sepia-toned Main Street while a toothless Gabby Hayes imitator narrates the start of the adventure, with occasional interruptions for hawking, coughing and forgetting what he has said.

It seems that Coarsegold is mysteriously turning into a ghost town. It already has one foot in the grave, not to mention a crooked sheriff and banker just waiting, if one might mix metaphors, for the other shoe to drop. Actually, not just waiting. Sheriff "Chicken" Shifts and banker P.H. Balance are doing everything they can to hasten Coarsegold's shuffling off of its mortal coil.

This is where our "peerless, earless and free" hero comes in. He has a lovely, colonial-style pharmacy toward the end of Main Street and he does not want to see it shut down. Nor does he want to see all his customers driven out of town. What can he do when the water supply is poisoned, when rowdy cowhands come in to shoot

GAME Review

Sheep Shots

FREDDY PHARKAS

Frontier Pharmacist



up the town, when an arsonist torches the Assay Office, when horses stink up the town with their artificially induced flatulence, or when a big-city gambler arrives to cheat people out of their deeds? He can roll up his sleeves and get to work, that's what.

The standard Sierra interface is pressed into service once again, here containing Western-themed icons (a pair of boots for "Walk," a leather strap and buckle for "Inventory," a pair of wire-rimmed glasses for "Look"). These commands function just as their counterparts do in the *King's Quest* and *Space Quest* games,

the one new feature being that each icon (and every object in the game) has a hot spot: a brightly colored pixel that indicates which portion of the graphic is "active." This helps eliminate a lot of the fumbling that has made some previous Sierra games frustrating. Never again will one ask "Why can't I pick that up?" while clicking the wrong portion of the hand cursor on an object.

Puzzles consist largely (and unavoidably, given the pure point-and-click interface) of recognizing that certain objects on the screen can be picked up, of picking them up, and then bringing them into contact with other objects. What makes *Freddy Pharkas's* puzzles much better than the norm is that solutions often contain several steps, forcing the player to think in weird, convoluted ways.

So, for instance, dousing the fire in the Assay Office is not entirely a matter of smothering it with the right substance. That would be too easy. Freddy also has to find the right tool to distribute the substance over the area of the fire, another tool to get into position to make the first tool work, and so on. Almost everything Freddy does, from making himself a new ear through assembling his gunfighter outfit to diverting a stampede, requires several actions. Each step may be simple and straightforward, but the overall solutions rarely are.

As Pharkas the Eye Can See

All of the game's events take place in the same location, the town. Coarsegold consists of about a dozen exterior screens and roughly the same number of interiors. This may seem small — it is small — but it is also a wise tactical choice. The limited number of scenes means that the player has to revisit each location several times. This enriches the simulation, since by the end of the game one really knows the town inside and out. It starts to feel like home, making the storyline that much more effective. Coarsegold may be a rotten little town, but it is our rotten little town, one ultimately feels, and it's worth fighting for.

It is also worth noting that while the environment is small, the game is not short by any means. Divided into four acts, each containing plenty of puzzles and goings-on, *Freddy Pharkas* unfolds at a steady clip and never runs out of material. The limited environment permits Lowe and Mandel to pack the game with more characters, animations, jokes, and music than they would otherwise have had room for. One can spend the first hour of the game just wandering around the town, never even looking for a puzzle to solve, because everything one encounters has a gag (or two or three) attached to it.

It took me more than an hour just to make it all the way to the end of Main Street, because I was having so much fun fooling around in the saloon, the

By Charles Arda



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barbershop, the bank, and "Mom's," a homey restaurant run by the mother of all battle-axes. When I finally got to Freddy's pharmacy I realized that I hadn't even started the game yet, in the conventional sense, even though I had been playing and laughing myself sick for quite a while. The game acknowledges this peculiarity of its design when one unlocks Freddy's door. "Congratulations," it says, as 500 points are added to one's score. "You are halfway through the game."



Main Street, filled with sidewinders, bushwhackers, polecats and varmints.

Once one enters the pharmacy, one gets a crash course in Freddy's new profession as a series of townspeople come by to have their prescriptions filled. The player has to learn to manipulate all the tools in Freddy's back room, following instructions printed in the hilarious *Modern Day Book of Health and Hygiene* that comes with the game. Yes, this is copy protection; but between juggling polysyllabic chemicals and figuring out which compound to mix to address a particular complaint, one forgets that one is also demonstrating that one has a legitimate, and not a pirated, copy of the game. This is the way copy protection should be done, if it must be done at all.

After the first round of prescriptions has been filled, the Sheriff comes by to close the pharmacy down. Not to worry—Freddy can still come and go as he pleases, despite the "CLOSED" sign in the window. (Lowe and Mandel never both to explain why, if every other closed establishment has its door boarded up, Freddy is allowed to wander in and out of the pharmacy. I guess the answer is, "Because otherwise there wouldn't be a game.")

Freddy's job from this point on is to foil each scheme by Sheriff Shift, P.H. Balance, and an unnamed mastermind lurking in the shadows to drive the townspeople away. Along the way, there's more chemistry to be done, a visit to be paid to an Establishment of Ill Repute, a noble rescue to be performed (not to mention a couple of ignoble ones), and three or four gunfighting sequences offering rudimentary arcade action.

As usual, the action sequences are not the game's strong suit, though they aren't bad. There are better games if one wants

target shooting practice. Some gamers might enjoy the interludes but, thankfully, the rest of us are given the option of playing these sequences at a very forgiving "easy" level.

There is no such option for the game's climactic gunfight, but there it doesn't matter so much, since whatever one does, Freddy will end up lying in the dust spouting blood like a geyser. Is this the end of our hero? Or will he struggle to his feet and drag himself to the villain's lair for a showdown?

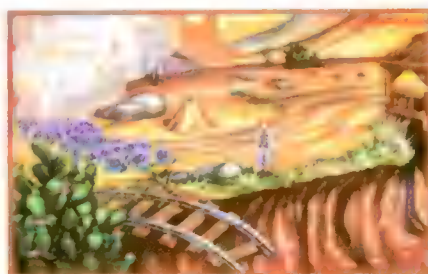
The Funny Frontier

Actually, the final showdown is surprising and satisfying, though a tad misogynistic, and it brings matters to a smashing finale. In terms of its demands on the player's craftiness, *Freddy Pharkas* maintains a high feel right up to the end. Puzzle hounds will find this game a treat.

However, even the puzzles, as good as they are, are not the game's real strength. Its real strength is its comedy. Though satirizing the Wild West is by no means a new idea, the trail having been blazed by everyone from Mel Brooks to "F-Troop," Lowe and Mandel manage to find new jokes to crack and new ways to crack old ones. One of the weapons in their arsenal is self-deprecating satire. That is, not only do they parody the Wild West, but computer games as well, including a great takeoff on Lemmings and cameo appearances by suitable sleazy ancestors of Leisure Suit Larry and Cedric, the King's Quest owl.

Other gags come out of left field, which is where the best gags tend to be born. Across from the church is the Coarsegold synagogue, which Freddy can't enter because he is not "one of the chosen people." Outside the graveyard is a coffin which, if opened, starts coughin'. Halfway through the game, Freddy finds a faithful Indian companion: Srinilalkaka Bagdnish. The stampede Freddy has to stop is a stampede of snails. They (the gags, not the snails) come fast and furious.

Nor can one overlook the ever-popular toilet humor. Not that anyone in the Wild West had toilets, of course, but there are two outhouses in the game and they get plenty of use. Three puzzles have — how shall we put it? — excretory themes, requiring Freddy to come into contact with



Oh give me a home where the escargot roam...

substances the rest of us would just as soon not touch. There are lots of jokes about buggery, too: Trixie the Accommodating Sheep is running loose in the streets for much of the game and, for those with more refined tastes, a sheep in heels and makeup is available over at Madam Sadie Ovarree's place.


Lest I frighten away sensitive gamers with this description (or Tipper Gore, should she happen to be reading), rest assured that nothing either disgusting or raunchy actually happens on the screen. They're just jokes, folks. Furthermore, Lowe and Mandel are in good company, displaying a coprophilic glee worthy of Jonathan Swift or Laurence Sterne. Given that most people read *Gulliver's Travels*, with its dung-smeared yahoos, in school, no one should complain about Freddy Pharkas's flirtation with similar subjects. All great satirists play in the muck. That's their job.



Freddy's faithful sidekick, Srinil, is a bit different from what you'd expect.

Lowe and Behold

Lots of gamers were unsure whether Al Lowe would be able to top himself. After all, where can one go but down after creating a success like *Leisure Suit Larry*? The answer is now clear: one can go up. *Freddy Pharkas* contains more concentrated hilarity than any of the *Leisure Suit Larry* games, plus better puzzles, great music (one can sample any of a dozen compositions from the piano player in the saloon), art that calls to mind Don Martin's characters from *Mad* magazine, and even (just to put the cherry on top), a funny installation procedure and documentation that would be worth reading even if there were no games to go with it.

Now the question is, where can Lowe go after *Freddy Pharkas*? God only knows, but there is no indication that he is ready to ride off into the sunset. One has to assume that he has more crazy adventures in store for us. For now, however, Lowe can cut another notch in his gunbelt and take a well-deserved rest. Once again he's proven himself the quickest draw in town. 

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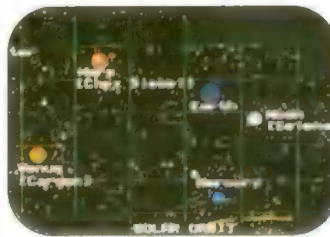
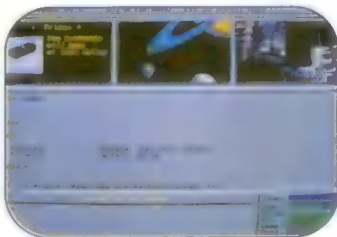
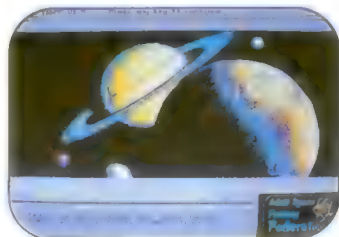
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LOST IN TIME

Coktel Vision's Refreshing Interactive Action Adventure Movie

Coktel Vision's *Lost in Time* is new, different, and a lot of fun to click around. Inca fans will have a great time because *Lost in Time* sports the same kind of powerful first-person interface, only now Coktel has pushed things a step further. You can zoom in, behind, and under objects in every room with just the click of your mouse. It feels more like you're in an interactive movie than an arcade or adventure game.

You play the part of Doralice, who has inherited an old castle in France. When you arrive, you discover many strange and dangerous things are afoot. You set out to explore the castle and its grounds. Behind each locked door, beyond each secret passage, you discover a myriad of fun and clever puzzles. And you must solve each puzzle peacefully, using only your wits.

Writer and project manager Muriel Tramis puts it this way: "Doralice prefers solving all problems through deduction and logical thinking, as violence does not get her very far. She has no weapons, only tools she creates herself using common objects. For example, to avoid forcing open a door, she manages to make an electromagnet with just a door handle, wire, and a battery filled with vinegar—all this in order to pick up a key." Doralice is a lot like MacGyver.

Step into new and different worlds, each with its own feel

"A large part of the filming was done in Brittany (France)," said the team's 3-D graphics and video specialist, Frederic Chauvelot. "Muriel and I first went over looking for a manor, a lighthouse, and gardens that were suitable for the story. All the exterior scenes in the game were filmed there. We met the owners of the manor and managed to rent it for a week. Then for another week, we rented an island with a lighthouse."

Set in France and the Caribbean Islands, these scenes include original hand-painted, digitized backgrounds from the renowned French comic strip artist, Segur. It all adds up to fun times in foreign places. Chauvelot described how they achieved this, too.

"The interiors, like the different rooms of the manor or the lighthouse," he said, "were mostly filmed in the Perigord (South of France) where we once again had to search for and rent the places needed. Other scenes like the zoom effect on the elevator, some of the gardens, etc., were filmed in the outskirts of Paris."

A refreshing interface, too

You can have a great time just dinking around with *Lost in Time's* interface. Just click and stuff happens. For example, at the

beginning of the game you're imprisoned in the hold of a dark and musty ship. So what do you do? You click to it! You click to the right, and the hold spins around. You click to the left, and the hold spins again. Get it? Now click again.

See the hatch? Click the hatch. Oops! It's too dark to go down there. See that poster? Click the poster. Oops! You can't take it with you. So just click some more. There's so much to discover in Doralice's cinematic world.

Holy holocom, Melkior man

In *Lost in Time*, hi-tech gadgets abound. You'll befriend a secret agent from the future named Melkior. He'll give you a host of hi-tech goodies. One such device is a holocom—a futuristic communication device. When you call him, his hologram appears before you. You'll use the holocom to scare the natives during your stay at one of the Caribbean islands. For example, when you use it inside the medicine man's hut, he runs and hides because he thinks you possess great magical powers. Ho! What fun.

You'll use the tools you gather. Inside a secret passageway of the Manor, you find a large wooden box. To open it, however, takes clever thinking on your part—and plenty of tools. Before you're through, you'll use pliers, floats, copper wire, a small pipe, some water, a fire extinguisher, and a club (made from a piece of hardened hose).

You'll find another clever puzzle inside the captain's safe. It's a specially locked box with no apparent openings. As you start playing with it, you discover it has sliding panels. As you work the box, you have to figure out in what order you must slide them to open it. It's a real challenge and will keep you occupied for some time.

System requirements

To play *Lost in Time*, you'll need a 286/16 MHz or faster CPU, 640K RAM, 18 MB hard disk space, VGA graphics, and Microsoft compatible mouse. The game also supports standard sound cards. *Lost in Time* is available on both diskettes and CD-ROM.

Conclusion

Lost in Time is a perfectly rendered and realistic 3-D world. From its opening scene, when Doralice wakes up in the locked hold of a ship, to its dramatic conclusion, you'll feel as though you're on a cinematic roller coaster. If you've never played a Coktel adventure, perhaps you'd like to check out *Lost in Time*. As Muriel Tramis puts it: "I think that many of you will even want to play *Lost in Time* a second time." ✕

By Pat Bridgeman



At the Gate with Doralice: Don't Try This at Home, Kids.

When Doralice arrives at the gate of her own castle, she finds it is locked. Not only that, there's a big horse blocking her way. She has only a couple of items in her inventory. She also sees a tractor to the right.

What would you do first?

Uh huh. You'd examine the tractor carefully.

On top of the cab, you find a basket. You look in the basket and find an apple. You examine the tractor some more. You decide to take the tractor's battery. Finally, you discover a toolbox and take some things from it. One of the items is a small pipe.



Who knows what awaits you behind the locked gate of your own castle.

How do you get that horse out of the way?

Right again. You give him the apple and coax him away from the gate. Now you can concentrate on that gate lock. You have a small pipe, some tools, and a tractor battery.

How do you open that gate?

Three for three. You're going to have to break the lock. You can burn it off with battery acid. Just use the small pipe on the battery. Then use the small pipe on the lock. Voilà. The lock burns away.



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See offer on page 68

Strategy Guide

Staying Alive in The Shadow of YSERBIUS

A beginner's guide to the nation's most popular Fantasy-Role Playing game.

The most talked-about (and played) on-line fantasy role-playing game ever is finally available in a deluxe boxed set. This means you can play *Shadow of Yserbius* and the all-new *Fates of Twinion* solo, experiencing all the thrills, chills, and hack-n-slash excitement without paying on-line rates. Better yet, you can build your character up off-line, then pop onto the *ImagiNation Network* with your buffed-up adventurer and join others from coast-to-coast for some group heroics. (The boxed set of *Shadow of Yserbius* even comes with a free INN start-up kit and a FULL MONTH of free on-line time.)

For the seasoned *Yserbius* player, this represents one of the greatest Fantasy-Role Playing bargains available. But for the uninitiated, exploring the echoing hallways of this dungeon can be very frustrating. There are many, many areas to explore, and—at least at first—you'll get killed a lot. Without the gentle guidance of more experienced players, the solo adventurer may wind up wandering around, scratching his helmeted head and wondering what the point of this deadly dungeon crawl actually is.

Don't despair. You just need to know what you're looking for.

Getting the Keys to the Kingdom

You'll need to get three very important keys to really get started on your hero career: Cleowyn's Key, Cleowyn's lockpick, and the key to Cleowyn's Palace. You should also plan on finding a Blue Lockpick, which will get you into many of the locked rooms in the dungeon.

- **Cleowyn's Key:** Go to the Northwest corner of The Mines (level 1). There you'll find a Raptor standing over a key. Once you've defeated him in battle, the key will go into your inventory. Use it to open the locked door just North of the battle site.

- **Cleowyn's Lockpick:** Work your way

South through the maze on the West side of the Mines. You'll find a room about midway down where you'll need to take on some leeches and wizards. Victory here will give you Cleowyn's Lockpick. From here continue South, then East, till you work your way back to the main hallway. Head to the teleport door on the East wall in the upper part of the room. This will take you to the Vestibule.

- **Key to Cleowyn's Palace:** Use your Rune Reading skills on the tapestries to learn the secrets of the doors. One series is unlocked using Cleowyn's Lockpick. Travel through these doors as you work your way to the center of the room. You'll eventually reach a dead end where you'll

have to battle four Bronze ogres. After you defeat them, you'll find the key to Cleowyn's Palace.

- **The Blue Lockpick:** This one is randomly placed, but I've usually found one in the Great Corridor. Getting there can be a little tricky. Starting at the outside hallway of the Vestibule, work your way through the series of doors opened by Cleowyn's key. At the center of the room, you'll find a teleport which leads to the Palace corridor. Get through the doorway at the south end of the hallway, then move North and East till you reach another teleport. This will take you to the Rune Room. Go through the teleport to your left. Now you're in the Great Corridor. Fight your way through the passageway to the South, moving toward the West side of the room. With any luck, you'll get a Blue Lockpick in battle. Remember, though, battles in this neck of the dungeon are very tough, especially for characters under level 13.

Your First Quest

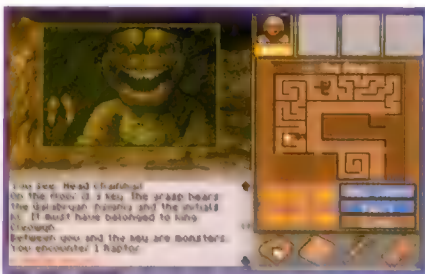
Once you've secured these keys, you're ready to start an actual quest. A good one to start with is King Cleowyn's Quest.

King Cleowyn ruled this joint back when it was actually a castle. At some point, he got on the wrong side of a pretty wicked wizard, who buried his castle under a volcano, sent him off to the realm of the ghosts, and made off with a bunch of his most prized possessions. It's these possessions you must recover.

Before you start out on this quest, stop by the guild hall and pick up a Sovereign Scroll or two. When used in combat, these scrolls exert control over your enemies, forcing them to fight amongst themselves.

Phase I: The Palace

The quest begins in Cleowyn's Palace. There are a couple ways to get there, but I find the fastest is to go through the Prison.

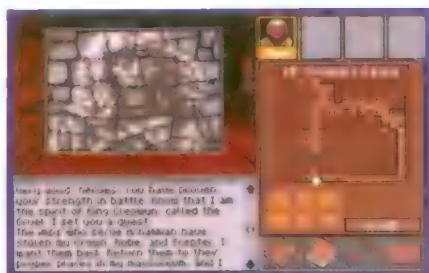


Start in the Mines by finding and fighting for King Cleowyn's Key, and Cleowyn's Lockpick.



Go on to the Vestibule and follow the course of Cleowyn's Lockpick. You'll find the Palace Key.

By Kurt Busch



Follow a long hallway in the Palace to meet King Cleowyn's ghost and start the quest.

From the dungeon entrance, turn right and head into the Soldiers' Quarters. Enter the first door you pass and turn left. Make a U-turn at the first corner and head West toward the teleport. This will take you to a small room, lower in the screen. Cross that room and go through another teleport.

Now you're in the Prison. Follow the halls to the Southwest quarter of the screen and look for a pit. Drop into the pit. You'll now be in the King's Domicile. Head North. A secret trap door will take you into the Palace.

Once in the Palace, head due North. This area is riddled with traps, so don't stray too far from the path. Head through a door on the right side of the upper chamber and move east to the lowest accessible room. In the Southeast corner of this room you'll find a pillar that will slide aside as you approach it. Pick the lock on

Cloud spell. Watch your hit points carefully, using a Heal spell when they get too low.

If you manage to defeat all the ghosts, the spirit of King Cleowyn will appear and send you on a quest. Seems his robe, scepter, and crown are missing, hidden in secret rooms somewhere in the dungeon. He'll give you a special ring, ask you to recover the items, and warn you against trying to keep or sell his treasures.

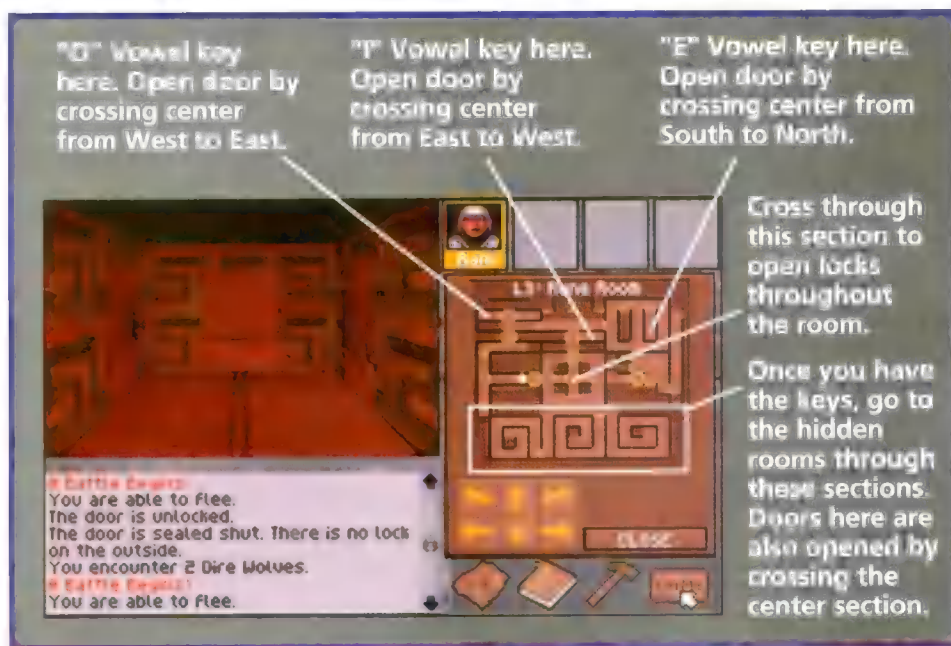
Phase 2: The Rune Room.

Retrace your steps until you are back in the main hallway of the palace. From here, head north into the Palace Corridor. Use the teleport in the North East corner. This will take you to the Rune Room.

In the exact center of this room is a cross-shaped series of doors which can be entered from each direction. Travelling through these doors will open different locks throughout the Rune Room.

Enter the center section from each direction, checking which doors have opened after each passage. Explore each room until you locate three keys, each marked with a vowel. Once you have the keys, head for the mazes at the bottom of the screen.

These mazes will take you to three secret rooms where—after a lot of battle—you'll use the vowel keys to get the robe, scepter, and crown. Once you've recovered these, teleport back to the Guild Hall and get ready for the fight of your life.



the door behind it and follow a long, dark hallway to the bottom center of the screen. You'll face several large monster parties in this hallway. If you can defeat them, they'll give up magic weapons and armor that can be found nowhere else.

When you can't go any further, turn North. Here you'll encounter a large party of ghosts. Use your Sovereign Scroll immediately. While the ghosts fight each other, cast a Shield spell on yourself, then attack each group of ghosts with a Poison

you teleport out or die after returning one of the items to its resting place, that item will be stolen by dwarves and returned to its original hiding place. You might want to save your character to disk before attempting this part.

Also, be aware that combat in here is VERY tough. If you are level 15 or below at this point, you may want to consider going on-line with your free *ImagINation Network* hours and enlisting some help. If



Replace the Crown, Robe, and Scepter (in that order) in the Mausoleum to finish the quest.

you're determined to go it alone, go prepared for some very hairy swordplay.

From the dungeon entrance, head West, through the teleport to the Hall of Doors. Take the first two right turns until you come to a locked door. Follow this for a few steps until you reach a teleport to the mausoleum.

You'll have to battle a large party of monsters once as soon as you enter the Mausoleum. After defeating them, move North, then East, and you'll find yourself in large corridor with four doors. Enter the one on the top left and follow a dark passageway that winds back and forth five times. This will eventually lead to a doorway that brings you into a small chamber. After defeating more monsters, you'll find a niche for the crown.

When you place the crown in the niche, a new doorway will appear. Ignore it for now. Retrace your steps to the large corridor and enter the door on the upper right. This will lead you to a niche for the robe. Replacing the robe will reveal a doorway which leads to a hallway that winds toward the upper part of the map.

Follow this hallway until you reach a door. Once through this door, look at the wall on your right. A few steps in, you'll find a hidden doorway to the North. Beyond it lies a truly brutal battle and the rightful resting place of Cleowyn's scepter.

Once you've replaced it, you'll be rewarded with magic weapons and armor and enough experience points to boost you up at least one level.

The Rest of the Quest

Congratulations! You've completed your first full-fledged quest. Of course, now you have to go find King Cleowyn's bones. And did I mention the Flex Sword or the Harvest Horn? How about the Chess piece? The Lava Key?

Well, you've got a good start. But this is a biiiiiiiiiiig dungeon.



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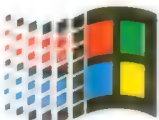
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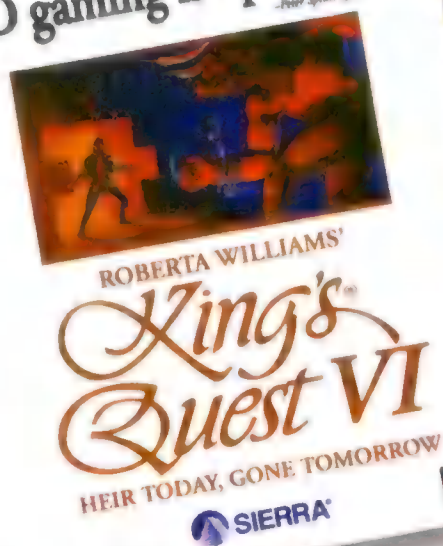
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"Proof that the era of
CD gaming is upon us."
—Peter Spies, *Quest* magazine



Riding the Cutting Edge

Do you remember when most people were happy playing text games? Or what a big deal it was when Sierra introduced 16-color vector graphics to go with the text? How about when Sierra introduced 256-color graphics, digitized sound effects, music, and speech into computer games? Sierra has a reputation of riding technology's cutting edge until blood is drawn. And now, Sierra leads the computer game industry into the future by producing multimedia games on CD-ROM.

There are many reasons for Sierra to capitalize on multimedia technology. Graphics, ever more realistic and detailed, require a tremendous amount of disk space. As game soundtracks become more complex, moving from simple PC speaker tunes to fully orchestrated, digitized songs, more disk space is required. Sampled human speech and realistic sound effects are also limited by available disk space.

Are you starting to see a pattern here? CD-ROM was the obvious solution to many challenges. Not only does the CD-ROM provide the equivalent of over 400 high-density 3.5 inch floppy disks, but it lowers the cost of duplicating and shipping big games, allowing Sierra to provide the best games possible for the best price.

Graphics

With the arrival of 3-D rendering, photo-realism, and blue-screen filmmaking technologies, it would have been impossible to produce big, animated games on a reasonable number of floppy disks. CD-ROM gives Sierra the disk space required to make full use of your computer's capabilities.

Rendered graphics are complicated three-dimensional images, built from wire-frame computer models, adorned with textured surfaces, lighted from several angles, and then mathematically processed to produce a realistic, animated sequence. The result can be several megabytes in size.

Photo-realism is a general term used to describe images that have a photographic quality. One way to accomplish this is to copy a real photograph on a digital

scanner, but Sierra recently acquired the technology necessary to create an immediate digital photograph without any intermediate steps in the process. Again, this digital photograph contains a tremendous amount of information to be manipulated by the computer while you're playing a game.

The blue-screen process takes photo-realism to the next level. Filmmakers have been using this process for years, but they have not had to deal with the difficulties of showing the result on home computers. The blue-screen process works like this: using a blue background, actors move around on an empty stage or a stage equipped with blue furniture. The blue areas are later replaced in the computer with painted or rendered images, making it appear that the actors are performing in an entirely different environment. For example, the blue wall in the back of the stage could become a forest scene.

Sierra's multimedia releases acclaimed for their graphics are numerous. Coktel's *Lost in Time* used blue-screen techniques to create a unique world in which sleuth Doralice travels through time to catch a criminal. Coktel's team included a 3-D and video specialist, and background filming took place in France and the Caribbean Islands. Dynamix's frenetic *The Adventures of Willy Beamish* used the vast storage capacity of multimedia technology to create a demented day-glo cartoon world where kids rule, and good news! You're one of the kids.

King's Quest VI: Heir Today, Gone Tomorrow begins with a seven-minute introductory cartoon developed by the



King's Quest VI has many hours of dialog and narration by internationally famous actors.



Revolutionary patented lip-synching technology draws you into the story

By Leslie Sayer Wilson

Hollywood animation company Kronos, best known for its special effects work on the movies *Batman Returns* and *The Lawnmower Man*. The CD version of the game features a special Video for Windows™ presentation of *The Making of King's Quest VI*, including interviews with Roberta Williams and rare behind-the-scenes footage shot during production. High-resolution 640 by 400 close-ups of game characters using accurate lip-synching technology make the player feel as if he or she is controlling an interactive movie. These and other multimedia breakthroughs inspired reviewer Peter Spear to call *King's Quest VI* "proof that the era of CD gaming is upon us."

Speech

Another limitation has disappeared with the arrival of sound cards (which can handle human speech) and CD-ROMs (which can store large speech files for playback on your computer). Now entire scripts of spoken dialogue, impractical to reproduce on floppy disks, enhance your gaming experience and make it more cinematic. With this advance in storytelling capability, Sierra also realized its need for skilled voice actors to breathe life into game characters.

A cast of over 50 voice actors contributed to *King's Quest V*'s being selected as MPC World magazine's "Best Multimedia Fantasy/Adventure Game." Even Roberta Williams gets into the act, performing the voice of Amanda in the Bake Shop. Gary Owens of Laugh-In fame narrates *Space Quest IV*, and other professional voice actors round out the cast. The script of *Laura Bow in The Dagger of Amon Ra* was over 600 pages in length, and took several months to record. Digitized voices and a new script vastly enhanced the CD version of the computerized board game *Jones in the Fast Lane*.

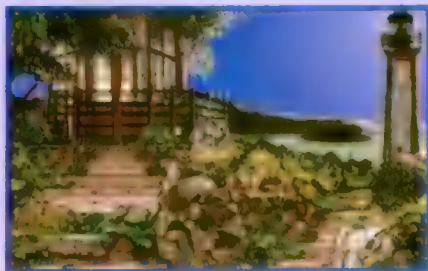
Music and Sound Effects

There was a time when people thought it was cute to have a simple tune booping and beeping out of their PC speakers while they played a game. But that was the computer equivalent of the Stone Age, a time when computers were simpler, sound cards did not exist, and Ken Williams had long hair. Now, we are capable of using complete professional orchestras to record music of the same quality you'd hear while watching a movie or listening to a music CD. We can also provide a vast array of sound effects to enhance your aural experience.

Stellar Fire, based on Damon Slye's classic space shooter *Stellar 7*, is the first title Dynamix created especially for Sega CD. *Stellar Fire* takes maximum advantage of Sega's superior sound capabilities by creating a sci-fi scenario in which rockets blast, enemies explode, plasma cannons thunder, lasers hum, and



King's Quest VI is an adventure so vast, you may never see it all.



Lost in Time is a true interactive action adventure movie offering suspense, romance, and inquiry into the meaning and nature of time.



If you think The Adventures of Willy Beamish looks great, wait till you hear it!



In Laura Bow: The Dagger of Amon Ra you'll have to watch your back as you search for the murderer among the rich and famous.



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radios crackle with SOS messages to you, the lone hope for the survival of the universe. *Stellar Fire* also boasts an amazing soundtrack that positively catapults the player into the action.

Inca-CD from Coktel Vision is widely acclaimed for its haunting soundtrack, which features authentic Incan instruments. The music is so memorable, in fact, that it has been played on radio stations in the United States and Europe. The player hears the Incan language while English subtitles translate. The makers of *Inca-CD* unleash the power of multimedia to recreate the Empire of the Inca.

Roberta Williams's *Mixed-Up Mother Goose* won MPC World magazine's "Best Multimedia Title—Learning for Children" 1992 award, thanks in large part to the music. When children solve the game's puzzles (for example, find Old King Cole's pipe, bowl, and fiddlers three), the characters in this delightful adventure for pre-readers perform not just songs, but show-stopping production numbers.

But these aren't the only notably melodic games in Sierra's symphony. *King's Quest VI* features the song "Girl in the Tower" and a stirring soundtrack. *Space Quest IV's* rocking score was written by Supertramp's Bob Siebenberg. And the jazz soundtrack of *Laura Bow in The Dagger of Amon Ra* effectively evokes the extravagance and excess of the Roaring 20s.

Taste

At the moment, CD-ROM does not provide us with the capability of using all of your senses, such as taste. But continue to read *InterAction*. We'll keep you posted.

The Future is Now

Sierra is continuing its quest to create experiences that will stimulate all your senses, drawing you ever deeper into the worlds we've created. Our upcoming games, shipping on CD-ROM in the next few months, will dazzle you with their phenomenal use of multimedia technology.

Gabriel Knight, created by Jane Jensen, is a Neo-Gothic psycho-thriller with gorgeous graphic novel art. This adventure is making use of some of Hollywood's best voice talent. Tim Curry, who has performed in *The Rocky Horror Picture Show*, as well as numerous other film and television productions, is the voice of *Gabriel Knight*. Michael Dorn and Mark Hamill will also have leading roles in this exciting game.

Open Season, the next installment in the *Police Quest* series, is authored by former Los Angeles Police Chief Daryl F. Gates and directed by Sierra's Tammy Dargan. Its photo-realistic look will bring you as close as you can get to the crime scene without a badge. The game will also feature the latest music, including rock, rap, and hip-hop.

Phantasmagoria, the new horror game by Roberta Williams, is being videotaped using


the blue-screen process to create Sierra's most cinematic-looking adventure game so far. The entire story will be filmed, which is a first. In *Phantasmagoria* you'll see real people moving and speaking. You'll also see many different views as the camera angle changes, just as you do when you watch a movie. Yet even with filmed sequences, the story is still interactive. Everything is driven from the player's actions. For example, if there is a water glass on a table and you click the cursor on it, you'll see and hear the actors perform the storyline that involves the glass. *Phantasmagoria* will be available in June of 1994.

Outpost, created by Bruce Balfour, is Sierra's first foray into the field of strategy/simulation games, and it takes full advantage of all that CD-ROM offers. The player is forced to leave Earth quickly, and must select another planet to colonize. Probes return with star system data such as number of planets, and whether the planets are terrestrial or Jovian. The player selects a star system, and then a planet within that star system. Then the player must colonize and survive on a hostile planet.

Outpost is full of 3-D rendered animation, which gives a photo-realistic image. For example, if the image is to be a spacecraft, it is created on the computer by first building a wire frame which can be viewed from any angle. Surface material and texture, plus many other variables, are identified. Then the computer translates all the information into mathematical form and creates the final image. It's a very involved process. A string of single frames can take 12 to 36 hours to complete. When the final scene is completed, it could fill an entire 3.5 inch high-density disk. Since a CD-ROM is the equivalent of about 700 floppy 3.5 inch disks, you can see the advantages of CD. Plus, with a fully orchestrated soundtrack from Holst's "The Planets," and 3-D rendered graphics, *Outpost* promises to immerse you in a realistic simulation of space colonization. Look for *Outpost* in March.

Welcome to the Future

CD-ROM drives continue to become faster, cheaper, and easier to use. One day, perhaps in the not-too-distant future, we'll be sitting around our computers reminiscing about those simple old Sierra favorites that required less than 600 megabytes of storage to run. When you consider that CDs are practically indestructible and can last for over sixty years, you might just draw the conclusion that disk drives are the turntables of the '90s.

Technological breakthroughs continue. As you read this, CD technology is evolving into doublespeed technology, and doublespeed will evolve into something else. Truly, only one thing is certain in these dark times—that by utilizing the latest technology to provide the best computer games, Sierra will continue to lead the industry into the future. 



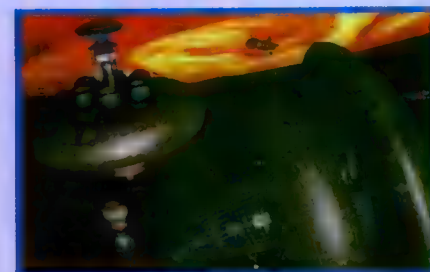
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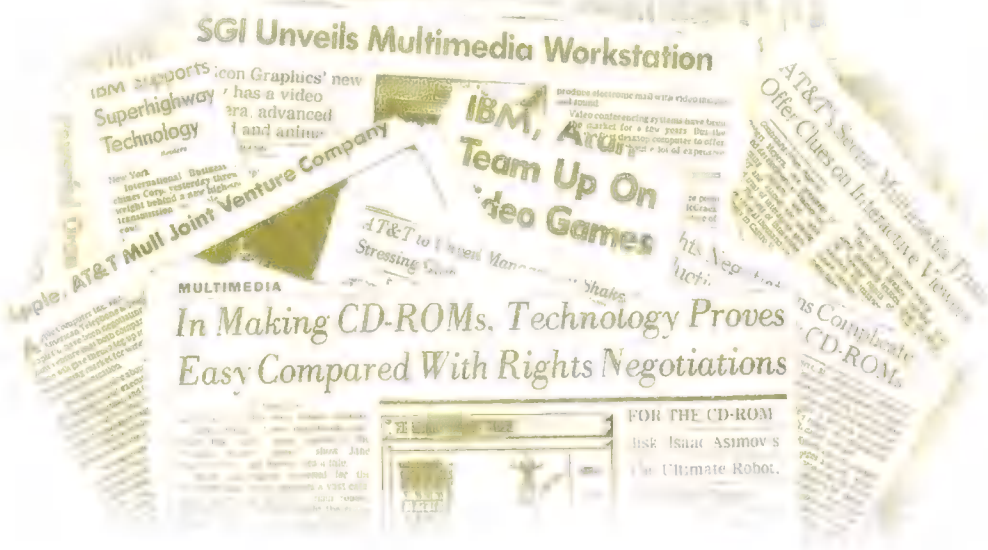
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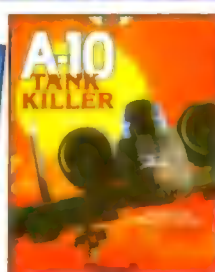
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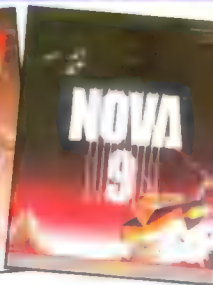
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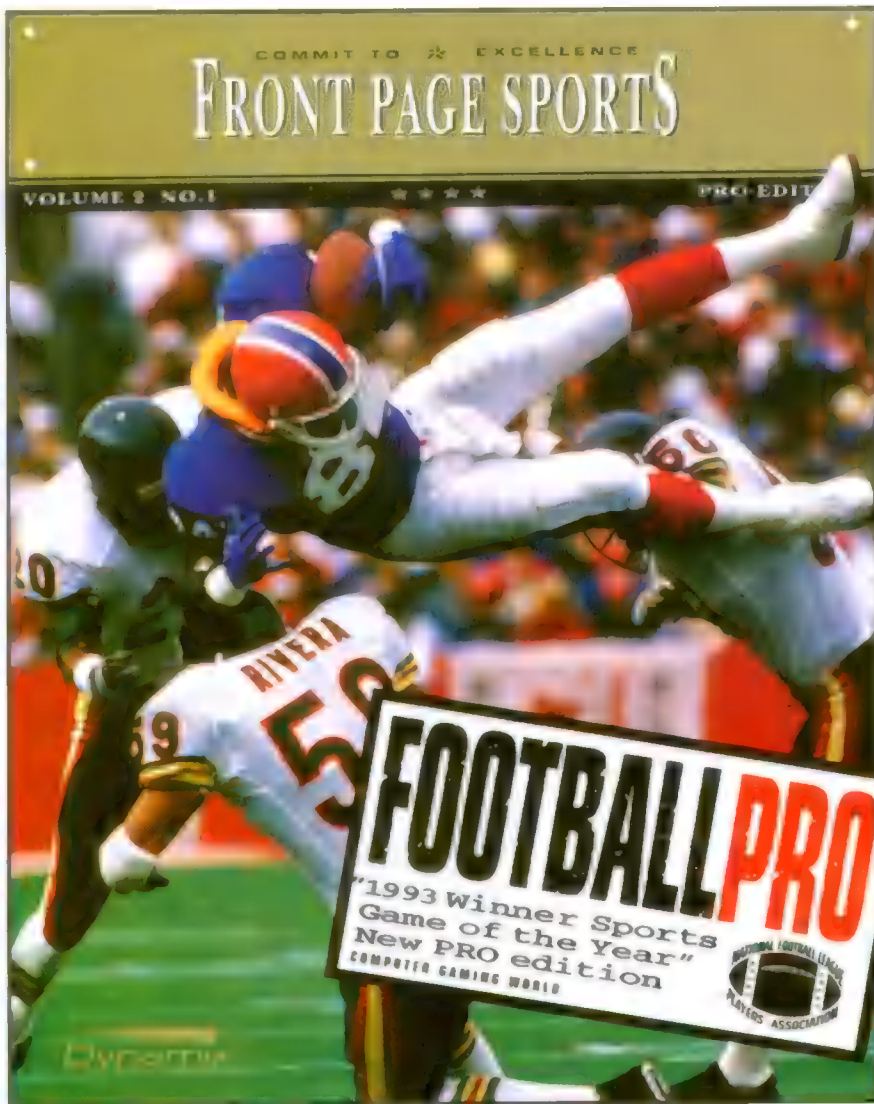
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FRONT PAGE SPORTS: FOOTBALL

You May Already be a Winner!

Amazing! Even after months of game play, I still haven't gotten over how great *Front Page Sports: Football (FPSF)* is. Now Dynamix has released *Front Page Sports: Football Pro* just as the new NFL season has started! It's hard to believe that a state-of-the-art game could be improved so much, yet *Pro* has set a new standard for computer sports games. The improvements in graphics and sound, the aggressive computer opponent AI (artificial intelligence), the uniforms, the play editor, the....

Wait a minute. Am I scaring you? Relax! As many features as this game has, the best one of all is its adaptability. Whether you are Don Shula or Don Knotts, *Pro* is the one football game that will fit you like a glove (or is that helmet?).

Pro does make the assumption that you have a basic understanding of the game of football, but if you don't know the difference between a fly pattern and a dress pattern, you can enjoy this game as fully as the lifelong student of X's and O's will. Let's first take a quick overview of both games, and then see how *Pro* can be adapted to suit your wants and needs.

For those who are unfamiliar with FPSF, it combines the thrill of tremendous graphics and action with the ability to get involved with rosters, leagues, trades, play design and just about every aspect of the real game. Players are rated in categories such as intelligence and discipline as well as speed and agility. In a career league mode players age, try to improve skills in training camp, or possibly retire because of injury or lack of playing time. You have the ability to create and edit leagues,

plays and teams, play exhibition or league games, practice plays, create game plans, compete against the computer, simulate a season, coach or play arcade style—virtually everything you can imagine. The flexibility of the game is incomparable.

The Name of the Game is Control

Pro is all of this and more! In addition to the "generic" leagues of players, the 1993 NFL teams and rosters are included. (The game was being shipped as final rosters were announced, so a few players are either not listed or still on their former team's roster. A few minutes with the player editor feature, and you will be off to the races.) The team management screen now gives you a three-color slide-bar palette for uniform colors, so if you are not satisfied with the hue of the Dolphins' pants, you can change it. Similarly, if you are creating a fictitious league you can tailor your team's look to your heart's desire. Player statistics can now be sorted by categories, and all the screens can be printed out (as can the plays, game plans, rosters....).

The new Coaching Profile is a remarkable tool that allows you to select and save multiple play options for every possible



The easy-to-understand manual provides coaching to the beginner one step at a time.

By Bill Holmes

"The humor and originality of Zork
are always present ... its images are the most spectacular
in the history of video games"

-JOYSTICK MAGAZINE

"The interface may be revolutionary [and] allows a richness
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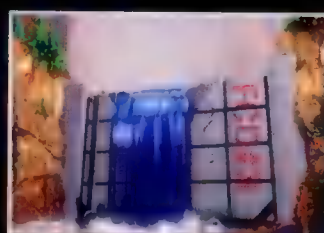
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game situation (down, field position, yards to go, score and time remaining). With this feature, you can create a pass-aggressive team that will be smart enough to go to the ground in the fourth quarter to eat up the clock, or center your strategy around a dominant running back with the option to start airing it out if you are losing the game and running out of time. Within each possible situation you can select three different plays (or play types) and assign percentages to each one to determine the chances of that play being called in that situation. The plays themselves are better and there are over a thousand available to choose from. Because Dynamix changed the file encryption from the *FPSF* design, it is now possible for any team to use any play created by any *Pro* user.

I could go on forever listing the hundreds of features that are part of the *Pro* experience, but you'd be better served reading the game manual, which is very easy to understand and is arranged in a logical and patient manner. There is a step-by-step tutorial for each major segment of the game (play editing, running the ball, etc.) complete with screen shots so you can learn at your own speed. As with any large project, it may look overwhelming, but the successful player will take it one step at a time. The game can be played in an action (arcade) mode, a playcalling (coach) mode, or even a combination of the two, and each mode has basic, standard and advanced settings.

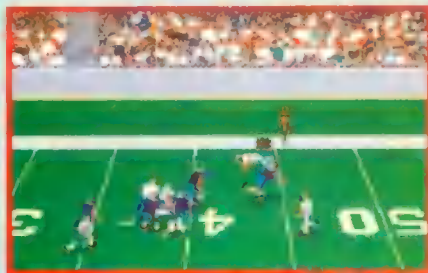
Adjust *Pro* to Suit Your Style

You say you've never played a computer football game before, or feel like you are in over your head? Okay, no problem. Choose the basic settings in both action and playcalling. You will signal the snap of the ball and can even audible the play if you so desire, but the computer will move the players according to their assignments in the play you choose. The plays themselves will simply be generalized as "pass long right" or "goal line run." Although these plays may be selected from several that fit the description, the type of play will be similar and you will start to learn what works and what doesn't work in certain game situations.

When you start to feel a little more comfortable, change the playcalling from basic to standard. Now the play names are displayed along with a small diagram of the play. Write down the ones you are particularly impressed with to add to your game plan. Notice the quarterback checking his primary receivers, where the running backs seem to find the most success, whether the blitz is scaring the opposing quarterback or letting him kill you with screen passes. You'll also notice that there is a white box around one of the



Don't run the same play too often—the AI will burn you if you're too predictable.



Signal the snap or even audible the play if you want. It's all up to you.



If your play fails, try using the preselected plays and see what happens.



Feeling a little cocky? Switch to advanced mode and control the key players.



There's no limit to what you can do with Front Page Sports: Football Pro—"Coach."


play windows. This is the recommended play from the Coaching Profile. If you find that your play selection is not successful, try using the preselected plays for a while and see what happens. There are many ways to skin a cat!

You're a little more confident, and you want to control the players. Select "standard" action and "standard" playcalling. The standard action gives you the option of controlling the key player, but does not force you to do so. Take control of the quarterback before the snap and he is yours to control. Toggle through the defensive players until the one you wish to be is highlighted. Look at the play route in the small diagram, and follow your assignment, or choose to improvise if you wish!

Don't overload your game plan with too many fancy plays—pick a few different types and practice them until you get the feel for the timing and where you should be. You'll start to notice that certain players will get open more often, or you get an extra second moving behind a particular offensive lineman. Don't keep running the same play repeatedly, even if it works. The AI in this game is no automaton; it will actually learn your patterns and will burn you if you are too predictable. Again, the Coaching Profile selection is highlighted with a white border.

Now It's Time to Get Tough

You've had some success now, and you're feeling a little cocky. If you want to control the players, switch to advanced, and now you have to control the key offensive or defensive player. They'll just sit there like statues if you don't! For playcalling, either create your own ideas from scratch, or edit an existing play. What would happen if that receiver went in motion before the snap, would it fool the defense and make the draw play more effective? Change the blocking, flip the play from right to left, substitute faster wide receivers in the halfback slot on a sweep play. There are no limits to what you can do. Eventually you will learn the best way to utilize the attributes of your team personnel and take advantage of your opponent by targeting his weaknesses.

Pro has enough razzle-dazzle, grunts and shake-and-bake graphics to please the diehard action fan, but is also complex enough to be a game that the serious fan will not outgrow. The learning curve is as gradual or as steep as you wish to make it, and when you are ready to go deep, you have in your hands a game that will match you step for step. Whatever your preference or skill level may be, you will be a winner with *Front Page Sports: Football Pro*. 

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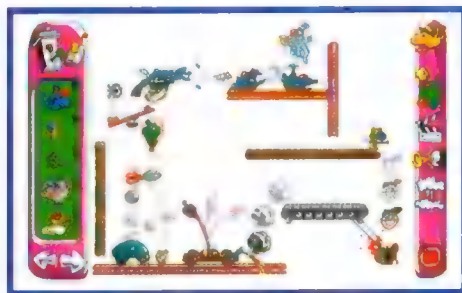
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Welcome to the totally wacked-out world of *Sid & Al's Incredible Toons*—the newest and zaniest member of the award-winning *The Incredible Machine* (TIM) strategy game family. Step right in. Slip on your safety goggles. Pull on some rubber gloves and a raincoat. You're in for a one-of-a-kind ride that's going to expand your mind, tickle your eyeballs, and leave your cheeks so sore from laughing you'll have to make a fish-lips sandwich with your hands!

CAT-SIZED PITFALLS AND SPLAT!-SIZED CAT TRAPS

Solve puzzles in this kooky Toonscape by building comic strip plots that help the cute and clever Sid V. Mouse pound his muscle-brained nemesis, Al E. Cat! Drop anvils on Al's head! Entice Al to sit on hat pins! Smash Al in the foot with a really **BIG HAMMER**! See Al wince or howl or go nuts with pain! Then, laugh your guts out as Sid escapes from his screaming bud along a path of contraptions and cat-sized pitfalls you lay out with your very own crazed and twisted brainy-brain!

Each puzzle in the game asks you to carry out unique, fast-action-reaction



Get away from TV violence and enjoy some made-for-PC mayhem.



By Ken Embery

cartoon missions (like "Pull Al's tail, then get Sid safely to the mouse hole in the attic.") by connecting weird characters and weirder parts. There are "seeing-eye baseballs" and teapots that blow their tops! There are vacuums that can suck the ivory out of billiard balls and several kinds of **[KAPOW!]** cartoon bombs! There's a smelly old air mattress Sid found in his attic and an elephant who... whoa... adrenaline overload! Let's call time out.

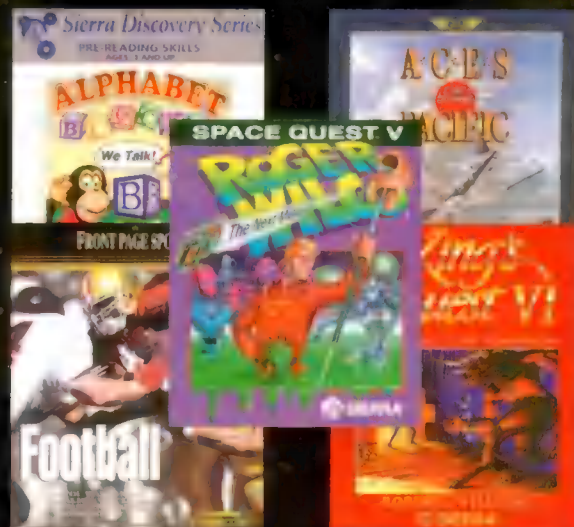


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LET SID AND AL CARRY YOU AWAY!


As you can see, it's pretty easy to get carried away with all the fun and wild animation built into *Sid & Al's Incredible Toons*. Once you see the game, once you play the game, it will be impossible to ignore the fact that it makes you laugh. But, what's odd is that sooner or later you will also begin to appreciate that Sid & Al's little cartoon factory is the most sophisticated puzzle/strategy game yet devised.

Let's take a look at this last claim and see if it holds water. To begin with, the game contains nearly 100 different puzzles and more than 75 animated parts. It has four levels of difficulty (Cake Walk, All Brawn/No Brain, Really Really Hard, and Loony Bin) appropriate to players from 8 on up. It boasts a totally unique puzzle-building feature (called Home Toons) that allows you to construct, save, and trade cartoon puzzles with your friends. And beyond the sheer size and uniqueness of the game is the depth and breadth of thinking needed to solve its puzzles.

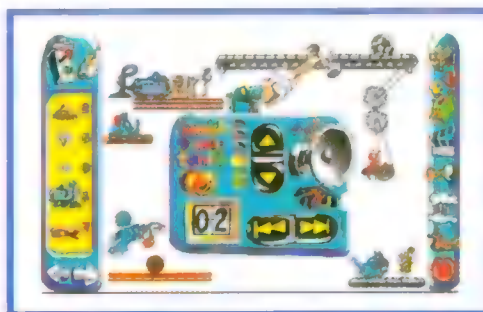
'TOON PHYSICS AND ZANY MACHINERY

Unlike other mechanical strategy games, most *Incredible Toons* parts have two or more ranges of motion. And many of these multiple element parts have engineer-quality movements that depend on the laws of physics. The Skeleton Piston both pushes and rotates. The Super Duper Gear Converter can push, pull, or create continuous oscillating motion. Combine parts like these with the timer or other 'sequencer' parts and for the first time ever you will be dealing with puzzles that can't be solved without taking timing into consideration. Combine parts like these with the Curtain Letter Revealer or the Quickie Counter and your head will soon be reeling with the fun of trying to spell out words and tap out numbers with the bonks and conks of a cartoon mouse and cat spat.

CAUTION! WARNING! DANGER!

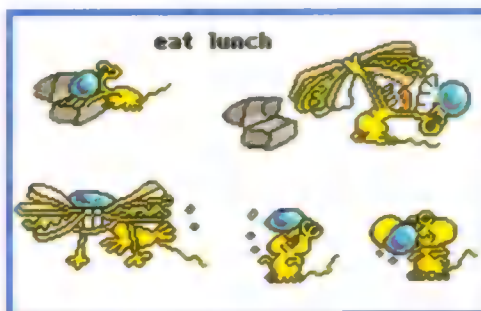
Okay. Let's review. *Sid & Al's Incredible Toons*. Funny game. (Laugh so hard you blow snot bubbles.) Thinking game. (Cartoon puzzles so ingenious your brain will glow with cleverness.) Unique game. (Make, save, and trade cartoon puzzles with your most demented pals.) That's about it. Except ... you think maybe this game should come with a 'DANGER! Likely to cause laugh explosions!' warning label? 

You'll go bananas with Sid V. Mouse and Al E. Cat.

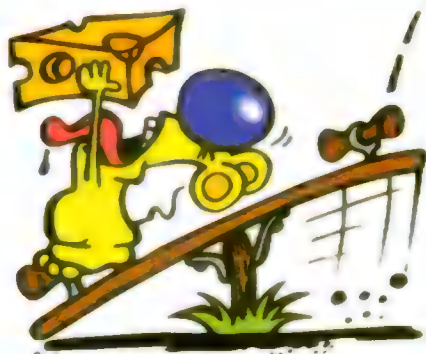


The classic struggle of mouse versus machine—now with a wacky soundtrack.

Exercise your cranium and scarf down food for thought. Yum!



Didja ever wonder how toons can be flat as a pancake in one scene, and fat as a hog in the next?

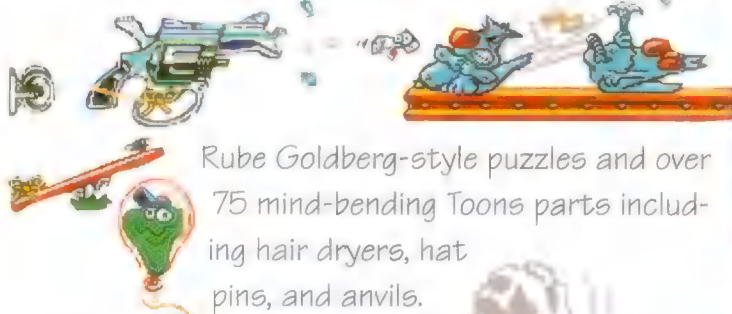




BOING! CRASH! SPLAT! EEK! FLUSH! AND THAT NAUSEATING SOUND A CAT MAKES HARKING UP A HAIRBALL.

That's Al E. Cat and Sid The Mouse.

A twisted feline and a demented rodent who splat, crash and blast their way through over 80 loony



Rube Goldberg-style puzzles and over 75 mind-bending Toons parts including hair dryers, hat pins, and anvils.

Welcome to Sid and Al's Incredible Toons.™ Following in the footsteps of its award-winning predecessor,



Dynamix
PART OF THE SIERRA FAMILY

The Incredible Machine,™ Toons seems harmless enough. But once the boulders start rolling, anvils start falling, and dynamite starts blasting, you know you're in for a sick ride.



With four different levels of difficulty, there's something for everyone. There's even a Home Toons Mode so you can trade your maniacal cartoons with all your deranged friends. Sid & Al's Incredible Toons. You couldn't have more fun if you dropped an anvil on your own head.



Available at retail for IBM/compatibles. Or call 1-800-757-7707.

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It would be a suicide mission even if there were 500 of you...

Planet by planet. System by system. The Draxon cybernauts march across the galaxy consuming, destroying and assimilating life forms. One by one, Terran defense outposts have fallen. Now the Lord and Master of the onslaught, Gir Draxon, has aimed his mechanized terror at Earth itself.

In a last-ditch effort to turn back the cybernetic demons, an elite, covert Stellar Force makes its way near the Draxons' home world of Arctura. Their mission is to destroy the Arcturan command base and Gir Draxon with it. A fierce dogfight with Draxon scouts wipes out all but one Stellar Fighter—yours. That's right. The only thing keeping nine billion human souls from being roto-sliced into the Draxon blender are your piloting and blaster skills. So concentrate. Gir Draxon **MUST** die!

With a breathtaking and visually stunning opening sequence, the hottest new title available on the Sega CD, *Stellar Fire*, drops you in the middle of a suicide mission so hopeless all you can do is swallow your terror and blast your way toward the horizon. Your goal: to destroy the Draxons once and for all.

The techno-wizards at Dynamix surround you with the thunder of battle by taking full advantage of Sega's CD-ROM format. The vast storage capacity of the CD-ROM permits bigger games with CD quality stereo soundtracks and sound effects and enormous animations that are simply not possible or feasible on other console-based games. For instance, the average cartridge game today contains about two megabytes of information, whereas a CD-ROM can hold 650 megabytes—over 300 times more than a cartridge.



Point-of-view action and a stark, hostile universe get you right into the thick of things ...

Due in part to the extra storage capacity of the CD-ROM, but also to the sensational artistic talents at Dynamix, *Stellar Fire* has some of the most outstanding 3-D art ever seen in a product of this type. *Stellar Fire* makes use of 3-D polygon technology to create a hyper-realistic 3-D environment. Because most console-based games today are still using old style bitmap art, which is flat in appearance, the harsh surfaces of *Stellar Fire's* five moons are mind-blowing in comparison.

Arctura's third moon, for instance, is a glacial nightmare. Your ship actually slips and slides on the ice-covered surface of this cruel and terrible world. On Zoreq, Arctura's fifth moon, towering, mysterious spire-like rock formations dominate the landscape. Special effects, such as screen-shakes and explosions, add to the illusion of reality. Some recent



In space, everyone can hear your turbothrusters scream.

games with polygon-style 3-D graphics require a special chip to operate. *Stellar Fire*, however, makes use of the hardware found inside every Sega CD console, so you don't need to pay extra money to get the best graphic effects ever.

Gameplay in *Stellar Fire* is FAST. It feels as though you are traveling at hundreds of miles per hour as you roam the surfaces of each of Arctura's moons. You're at the helm of the Raven, your super high-tech warship, trying to destroy the borg-like bosses the Draxons have put in place for protection. As you seek out each boss you must fight off malevolent alien tanks and fliers, avoid obstacles and collect power-up crystals to upgrade your weaponry.

When you start the game you are given three lives. You can earn extra lives while

playing the game by collecting extra-life power-ups. You can also earn "continues," which allow you to continue playing even if you have lost all of your lives. Choose your level of game play from easy, normal and difficult. On the easy level, aliens are easier to kill. On the difficult level, aliens are extra deadly and very hard to kill.

The rushing adrenalized pace of *Stellar Fire* is further enhanced by the killer techno-rock/industrial soundtrack. You won't find any repetitive, misplaced melodies in *Stellar Fire*. *Stellar Fire's* sound is a driving, dark and mysterious high-tech entity unto itself. You simply won't believe your ears.

Stellar Fire has the unbeatable combination of top-shelf, cutting-edge 3-D graphics, fast action intergalactic battle and a soundtrack so good you'd buy it by itself. Looks like Dynamix has another hit on its hands!


A Guide to Arctura's Moons

Zoreq (zho-wreck) - The outermost moon orbiting Arctura, its landscape is notable for its eerie and terrible spire-like rock formations. This is the first moon you will encounter.

Xarz Voor (zharz-vur) - A cruel and barren wasteland, this moon is known for its harsh rocky surface.

Nibor-Fren (nee-bore-fren) - This moon is polar nightmare covered with ice and snow. The Raven actually slides around icy corners on Nibor-Fren.

Ta Eliab Vee (tah-eelee-ab-vee) - The hottest of Arctura's moons, Ta Eliab Vee burns with relentless, unbearable fire.

Mok Zoh (mawk-zoh) - The innermost moon orbiting Arctura, Mok Zoh's surface is a vast, unyielding desert wasteland. This is your last challenge before arriving on Arctura itself. 



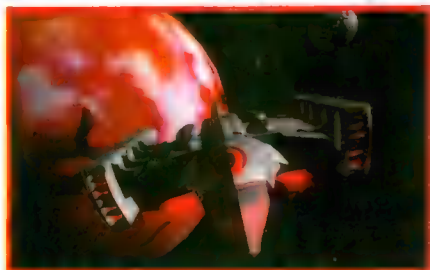
... as you fight an evil empire that will settle for nothing less than universal domination.

By Barbara Ray

3DO STELLAR 7 DRAXON'S Revenge

Draxon's Revenge Brings the 3DO System Roaring to Life!

Stellar 7—Draxon's Revenge is a spine-chilling, action-packed, first-person shooter that takes full advantage of the awesome game play capabilities of the all new 3DO system. Based on the enormously popular *Stellar 7* for the PC, *Draxon's Revenge* is an addictive and visually stunning battle



Enemies inhabit every corner of this incredible game universe.



The fast, fully animated game play of 3DO is the perfect platform for this space shooter.

wagon that fills the television screen with astonishing 3-D special effects! Dynamix' ingenious designers have used the machine's three Megs of memory to give players sure-footed control, millions of colors, killer CD-quality techno-rock music, and lightning fast in-game action!

Gir Draxon's Back and More Ruthless than Ever!!

The *Draxon's Revenge* story line takes the classic *Stellar 7* plot and gives it an ingenious deep space twist.

The most diabolical tyrant in the galaxy has his sights set on the unified planets of the Terran Confederation! Gir Draxon, Supreme Overlord of the Arcturan Empire, is mobilizing for a massive invasion of the

Terran System. In a desperate attempt to meet this threat, the Terran Defense Fleet has been dispatched to destroy the Arcturan invasion force as it assembles. Too late, Terran scientists have discovered the existence of Warlinks—mysterious phenomena allowing the transfer of matter between distant worlds. Gir Draxon is using these Warlinks to marshal his invasion armada in seven space-time quadrants near key Terran colonies and command centers. With the Terran Fleet flung halfway across the galaxy, the only thing standing between humanity and certain annihilation is a prototype assault vehicle, code-named RAVEN. YOU must pilot the RAVEN through the Warlinks and eliminate Gir Draxon's invasion force before it can attack. So grab the controls! Blast and keep blasting! Gir Draxon MUST die!!

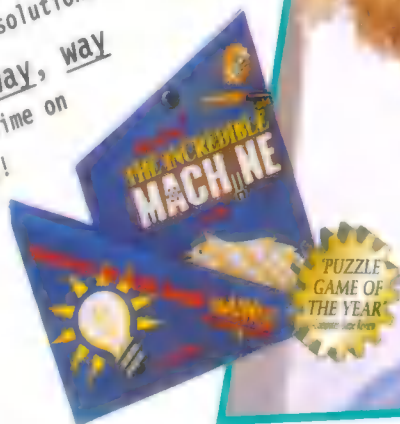


Blast your opponents, pick up power modules, and stay on your toes!

By Ken Embury

Single crazed hacker seeks others to engage in addictive puzzle games.

Kevin created a game with 56 parts, 160 puzzles and thousands of possible solutions. Kevin has way, way too much time on his hands!



See your software retailer now! or Call 1-800-757-7707 PC, Mac and Windows formats available. Registered owners, call for a \$19.95 (plus S&H and tax if applicable) upgrade. Mention offer #394.

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PART OF THE SIMPSON FAMILY

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224 MILLION SQUARE FEET OF
FORESTS, SWAMPS, MOUNTAINS,
BLACK MAGIC, AND BLOODBATHS.

WELCOME TO KRONDOR

"A rare gem! Betrayal At Krondor sets new standards for Fantasy Role-Playing games!"

—Jay Kee, Computer Gaming World, October 1993



Betrayal At Krondor
is a nine chapter virtual
fantasy universe
of magic, adventure,
and bloodshed.



Digital terrain and
scenery combine with six
tactical 3D views
technology to create
a labyrinth of worlds with
in worlds.



Spend over 100 hours
building your skills,
refining and strengthening
as you battle bloody enemy
armies at every turn.



Betrayal At Krondor™ is
based upon best-selling
author Raymond E.
Frost's Rifter Legacy.
Experience the betrayal.
Welcome to Krondor.

Dynamix
PART OF THE SIERRA FAMILY

Single, crazed hacker seeks others to engage in puzzle designing contest!



Kevin gave the world a game with 56 tools, 160 puzzles, and thousands of possible solutions! And now he wants the world to give him back little chunks of it for a chance to **WIN FABULOUS PRIZES AND GET RIDICULOUSLY FAMOUS!!**

even more



Enter Kevin's GET MEL HOME CONTEST! It's totally easy! Just use the cool new puzzle builder of *The Even More Incredible Machine* to make and save a puzzle that GETS MEL HOME IN ONE PIECE. Your puzzle must guide Mel from the bottom of the screen and pop him safely inside his house at the top of the screen. The puzzle must leave at least five different, moveable solution parts in the parts bin. Locked screen parts must contain:

1. At least three Ernie Alligators.
2. At least three different power generators. (i.e., mouse motor, solar panel, windmill, etc.)

After you build your puzzle, save it on a disk and send the disk to Kevin at the address below. The person who designs the puzzle Kevin likes best wins some really cool stuff! First, you win \$500 WORTH OF ANY OF DYNAMIX' GREAT GAMES!! You pick 'em! You got 'em! And in addition to the games, the winning designer will get his/her puzzle placed in the upcoming 3DO version of *The Incredible Machine*! This is no joke! You'll get credit and everything!

Sound like a longshot? Hey! Get some confidence! Your puzzle will be GREAT! And besides... EVERYONE WHO ENTERS WINS A FREE SPECIAL EDITION VERSION OF:

**Cartoon Puzzles So Funny...
Even ~~Her~~ Brother's Stuck-Up
Girlfriend Will Laugh
Her Guts Out!**



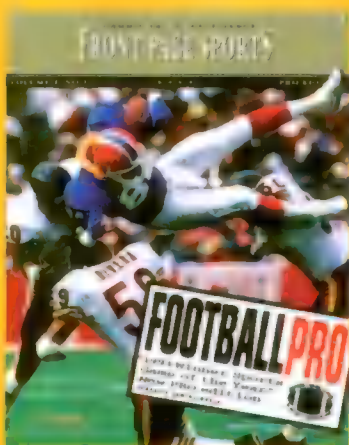
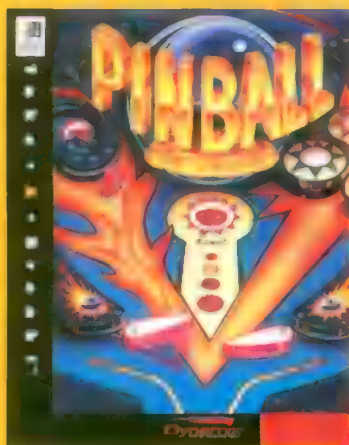
Puzzle Goal: GET MEL HOME!



The Even More Incredible Machine

Go ahead. Enter Kevin's contest. There's nothing to lose! Be sure to include your name, address, zip code and phone number with you entry. Get after those puzzles now! Kevin's waiting!!

Send puzzle entries to: InterAction, Attn: KEVIN, P.O. Box 485, Coarsegold, CA, 93644. Entries must be received by April 1, 1994. Grand prize winner will be notified on April 15, 1994. Please allow 4-6 weeks for delivery of prizes.



Tips and Hints for Some of Your favorite Dynamix Games!

**Take a Break: Pinball • Football Pro
Betrayal at Krondor • Aces Over Europe**

TAKE A BREAK: PINBALL by Louie McCrady

Goodness Gracious, Eight Balls of Fire!

Take a Break Pinball for Windows™ has eight pinball games, all based on hit Sierra and Dynamix games. *Pinball's* play surfaces are loaded with over 1000 animation sequences and 1.5 Megs of digitized speech and sound effects. Because there is so much to see and do on each playfield, you can play for days and still not see everything. To help you get the most points for your flips we've prepared a few tips for some of the playfields.

Quest For Davenport

One of the trickiest puzzles on this playfield is the Endless Desert Temple Stone Wall trap. The key is to hit the ball into either side of the Dark Abyss next to the Witches' Hovel. When the ball is released, it is in perfect position to be hit into the Stone Wall trap. The Stone Wall trap opens when you hit both the Open and Sesame targets. It is timed and you must hit the ball into the temple before the wall closes. Score 250,000 points and Cedric flies off to Madam Mushka.

Another tricky spot is the path to Queen Icebella's Mountain Castle. To get the ball up this path, hit the ball into the Yeti cave. After the Yeti drops the ball into the water, hold the left flipper up and let the ball hit it. The ball will travel up the left flipper lane. When it comes back down, wait until it is just to the tip of the left flipper and whack it good. With practice, it works every time.

Planet Pinball Level II

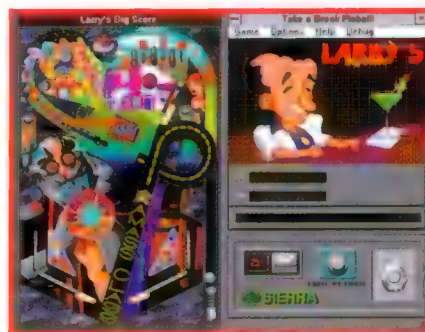
The trick to winning this surface is to stock up on extra balls. When you go shopping at the Galleria, grunch like mad (grunching is when you tip or hit the machine to help roll the ball a certain way—in *Take a Break Pinball* press Control-Shift) to drop all of the Galleria targets. Hit the flashing Buckazoids target and get an extra

ball. There's no limit to the number of extra balls you can earn this way.

Draxon I

Conquer nine planets to earn this playfield's Super Jackpot of 5 million points. Turn on Sarah, Stay in Good Repair with your robot friend Sparky, Travel to Nine Planets and Warp it Good. This surface will really test your grunching skills. Place a ball in the S.A.R.A.H. trap hole to activate the on-board computer. Use your grunching skills to hit all the S.A.R.A.H. drop targets for multi-ball play.

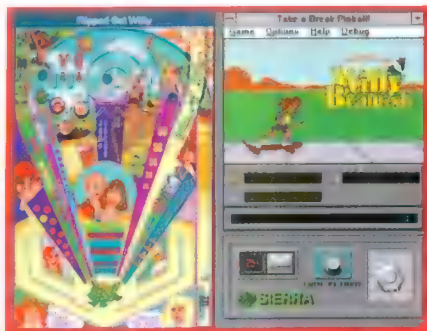
This surface has one of the hardest puzzles to solve. To win the game, you have to travel the Cosmic String ramp nine times when lit to visit the nine planets. With practice, you can nail it most of the time. Cradle the ball with the left flipper. Let the ball roll down the flipper a little bit and hit it hard.



*Larry may be easy, but Larry's Big Score isn't.
More action than Larry's ever seen!*

Leisure Suit Larry

One of the hardest puzzles to solve on this surface is knocking out the Mafia Boss. The best way to beat this one is to shoot the ball up the expressway to the Tramp Casino. When the ball rolls down from the casino, it usually bounces off the Yes Men drop targets and onto the upper flipper. With proper timing and practice, you can use this opportunity to whack the ball right into the Mafia Boss's kisser for one million points and a one million point addition to the Super Jackpot.



You can Flip out Willy, Willy's parents, Willy's teacher, and even Willy's pet frog, Horny.

Flipped Out Willy

A cool way to get extra bonus points on this playfield is to solve the Gigi trap puzzle. Every time you go into the tree house the Gigi trap lights up. Shoot the ball into the Gigi trap hole to add points to the Frog Jump Contest Super Jackpot. An easy way to get the ball into the Gigi trap is to let the ball come down through the Yo-Yo lanes. When the ball is bouncing off the Duffy, Brianna and Tiffany bumpers, grunch the ball to the left.

FOOTBALL PRO by Pat Cook

We know all you serious football addicts don't really need any strategy tips, but maybe one of your less talented friends could use some pointers. If so, here are some playing hints from the *Football Pro* development team.

OFFENSE

Running Plays

On running plays, have as many blockers as you can. For plays to the outside, use receivers and extra running backs as lead blockers. For inside plays, use a lead running back for a lead blocker. Also, try to throw stiff arms and spins to avoid tacklers.

Passing Plays

Short Pattern:

Short routes with turn-around work well against a man-to-man defense. Have your receiver run about five yards past the line of scrimmage, then turn and face toward the QB. This will allow your QB to fire a bullet in underneath the pass coverage.

Medium Pattern:

Use "Throw a Fake" logic to try to juke defenders off. Vary your pass routes with direction and crossing pass routes.

Long Pattern:

Utilize your fastest receivers and send them streaking down the field. Throw lobbs over the defense once your receiver has passed them. TEs work well for surprise long pass receivers. Also utilize RBs for extra pass protection; the more blockers you have, the

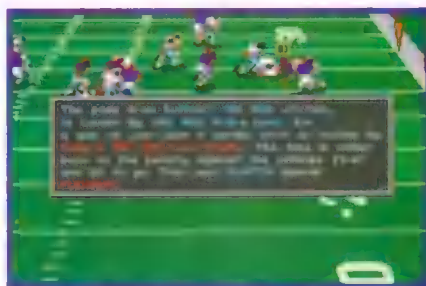
better chance you will have to make the completion and avoid the sack.

QB Fakes:

Use fakes on Medium and Long pass routes. Pump fakes and fake hand-offs will sometimes fool blitzing linebackers and give your QB that extra second to make the pass.

DEFENSE

Zones: Short zones will work well against the pass and the run. Defenders in a short zone will abandon their zone to pursue the ball carrier if he comes within "range" of the defender. Be careful about mixing defensive logic. Zone and Man-to-Man logic may not work well together without careful consideration.



Football Pro brings you all the blood, sweat, and bone-crunching action of a live game.

Blitzes

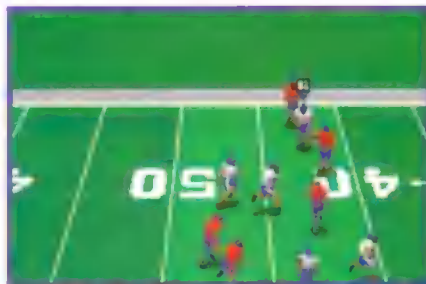
Always blitz with at least one guy. This will put pressure on the QB and may force him to make a bad pass or scramble. It will occasionally result in a big sack too. Use "Fake" blitzes to try and force the QB to audible.

Man-to-Man

For short pass defenses use "Shade Underneath" to defend against the short pass (usually a bullet). Also use the Bump man at line to try to hold up the receivers long enough to allow the pass rushers to get to the QB. For Medium pass defense use a mix of Underneath and Deep coverage. For Long pass defense use Shade Deep to defend against long lob "bomb" passes.

Defensive Line

Vary your rushing technique. Use blitzing LBs from alternating ends and middle areas. Also make sure to defend against the QB scramble.



Pound through the defensive line or lob a Hail Mary into the end zone.



The ref makes the calls on the field, and you make the calls from the sidelines.

A defender playing in a "short" zone (five yards from the line of scrimmage or less) will LEAVE his zone and chase the QB if the QB rolls out to the defender's side of the field and there are not receivers in the zone.

The "block nearest" command will make the player look for the nearest opponent to block when he reaches that logic box or anywhere along the last four yards of a "move to" if the defender is within four yards of the player with the "block nearest" command. In other words, if the last logic box has a "block nearest" in it, that player will look for someone to block up to four yards before he actually gets to that command. He will only do this on the last segment of his "move to," though, so if you want him to not block until he gets to that final logic box, then move him out there with one line, then give him a very small turn of a few pixels before dropping a logic box and giving him a "block nearest." Since



Do you go for the field goal or fake out the defense? You decide; you're the coach.

he will only do the "block nearest" on the last segment, he will get all the way out to that last small line before he blocks.

The defense will key on a hot player by looking at the last eight plays that the offense ran and taking the average amount of distance gained by each offensive player on those plays. Whoever has the highest average is the "hot player." For example, if you have a WR who caught a pass for 30 yards on the first play, then a RB who runs for 11 yards on the next play, the hot player is the WR. If, on play three, the same RB goes for another 11 yards, the hot player is still the WR, because he has 30 yards in three plays for an average of ten yards per play, while the RB has 22 yards in

three plays for an average of 7.33 yards. If the same RB then runs for a gain of ten yards or more, he will become the new "hot player" because he has 31-plus yards in four plays compared to the WR who has 30 yards in four plays.

Don't forget that the "stopclock" play, where the QB spikes the ball into the ground to stop the clock without using a time-out is on each of the first three lines of the special teams groups so you can find it and call it quickly. Also remember that you can call a play by double-clicking on it which is faster than single-clicking it and then clicking the Ready-Break! button.

You can design defensive plays where the defender has a very, very small zone to cover (only a few pixels). Unless a receiver runs right through the zone (very unlikely) then the defender will cover that zone and watch what happens. If it is a pass, he will run towards the catch zone. If it is a run, he will leave his zone and go into pursuit logic. This is a useful trick for short pass defenses and for LBs in the middle when you think the play will be either a short pass or a run up the middle.

If you just want to watch the computer play itself in the short "demo" game you can start it quickly from the Main Menu screen. Simply move your cursor to the upper left hand corner and click. A five minute quarter demo game with two random teams will start. This game switches views every play, and any key press will return you to the Main Menu.

Tired players do not play as well as "fresh" players. Keep an eye on the fatigue level of your players (especially in Advanced Playcall mode). Substitute fresh players for fatigued players. Give your star players a chance to catch their breath. Doing so will make a big difference toward the end of the game.

Study your plays well; you will have a much better chance of a successful play if you know what is supposed to happen. Print the plays out prior to playing the game so you can pause the game and refer to your printed plays



Keep your eye on everything; the plays, the clock, even the fatigue level of the players.

when needed.

Play smart football: vary your plays often. The defense will "pick up" on

repeated plays and eventually stuff you for a big loss. Also vary who you go to on plays. The defense will start double-covering players who carry the ball

ACES OVER EUROPE by Tucker Hatfield

often enough.

Whether you're an experienced Aces pilot, or just out of flight school, *Aces Over Europe* has a wealth of new ways to test the mettle of would-be aces. Even pilots who racked up impressive kill rates in *Aces of the Pacific* may find themselves scratching their heads trying to figure out what went wrong. For those of you striving to be the best of the best, here are a few hints and suggestions that may get you started on your way.

Wait a minute! How'd he get on my tail?

Don't expect to encounter any lightly armored aircraft that you can just burn out of the sky with a quick burst of machine gun fire. Even a pilot in the legendary P-51 will have his hands full



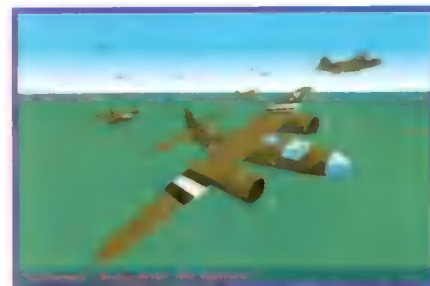
The Spitfire, with its amazing maneuverability, could fly circles around the enemy.

against the best the Germans have to offer. To make matters worse, the best-performance aircraft are not necessarily the ones with the most impressive weaponry. Learn your aircraft's strengths, and force your opponent to fight on your terms.

New weapons and bombers

Allied bombers are one of the biggest threats the German pilots face. A B-17 can bring as many as seven machine guns on a single plane. Multiply this by the number of bombers in a formation, and you could find yourself flying into a meat grinder. Your best bet is to damage bombers enough that they separate from the formation and lose the advantage of covering fire. Do this by making high-speed passes, practicing until you can hit the engines from beyond the bomber's gun range, or by using your new weapons.

The new GR-21 mortar rockets can devastate bomber groups, but they fire



First person point-of-view and realistic action drop you right into the cockpit.

upward in an arc, and you must learn when and where to fire them so they will drop into the formation. Practice stern attacks from beyond the tail gunner's range until you can drop the rockets into the formation reliably.

Loaded only on Me-262s, the R4M rockets are your best weapon against Allied bombers. All twenty-four rockets fire off in a volley, so an effective tactic is to aim slightly ahead of the lead bomber and begin a slow turn toward the back of the bomber formation as you fire. This will "walk" the rockets along the bomber formation, and increase your chances of crippling or destroying your opponents. Move in and finish off the stragglers with your cannons.

Scramble!

Your plane may have been loaded for a different mission type before enemy aircraft were spotted. If you are flight leader, change the ordnance role in the preflight options. If you aren't the leader, be prepared to dump your ordnance as soon as you are away from your runway. Be aggressive, but remember that much of the action will be down low, and bailing out at low altitude is very dangerous. Gain altitude any time the opportunity arises. If there are fighters present, they will try to get on your tail while you are trying to shoot down the bombers, so your best bet is usually to attack the escorts first.

Now practice

Practice and imagination are your best weapons. Use the Mission Recorder to study your mistakes and your victories. Fly various aircraft to learn their strengths and weaknesses. Most of all, have fun!



It's either them or you, so blow enemy fighters right out of the sky.

BETRAYAL AT KRONDOR

by Tim McClure

Keep the mages in the rear of the party

Magic using characters are the weakest members of the party when it comes to melee combat, but armed with the proper spells they can be formidable fighters, capable of delivering devastating offensive blows, or casting powerful defensive spells. Such abilities require a great deal of concentration, however, making it impossible for casters to use their magic if an opponent is in an adjacent combat square. Keep them clear of any hand-to-hand fighting. If necessary, have other members of the party move to protect your magicians if they are unable to shake an opponent.



Betrayal at Krondor is a revolutionary game, called a "virtual fantasy" by reviewers.

Use spells that paralyze

Spells like Despair Thy Eyes and Grief of a Thousand Nights are some of the most powerful spells in the game, especially when there are only one or two opponents. They allow you to attack an opponent that cannot attack you back. In the case of the Fetters of Rime spell it does damage to an opponent and freezes him so the fighters in the party can attack without fear of being harmed.

Keep weapons and armor repaired

The condition of these items directly affects the success of your combat, so be careful not to let them become worn. A greatsword at 10% is almost as useless as a normal broadsword. Make sure to check the condition of your equipment after each battle (or at least every other battle), and make repairs (using your character's Weaponcraft or Armorcraft skills) at every opportunity. It doesn't take long for a brand new sword to become useless. Also, try to keep a fully "charged" whetstone and armorer's hammer on hand at all times.

A tip on repairing weapons and armor

Armor and weapons can only be repaired after they have been "damaged" during combat, so if you find a suit of armor with a really low condition (less than, say, 20%) and it appears you cannot repair it further, don't just drop it. Put it in your "using" area (on the left side of your inventory screen) until you get into combat. When you use the item, chances

are it will be damaged further. When you leave combat you can then repair the item, increasing its usefulness dramatically.

When your character tries to repair an item, his repair skill (Weaponcraft or Armorcraft depending on the item) is checked and the item's condition is increased using the following formula:

100 minus the current condition of the item (expressed as a percentage) multiplied by the character's repair skill (expressed as a percentage).

If the characters repair skill is 50% then the item's condition will be increased 50% (not to exceed 100%).

Example: Gorath finds a suit of elven armor at 11%; when he tries to repair it he finds that it cannot be repaired further. Undaunted, Gorath dons the armor and

proceeds down the road where he is ambushed by some nasty Moredhel. During the battle Gorath is hit and his armor condition falls from 11% to 10%. After the combat he uses his Armorcraft skill (currently at 70%) to repair the armor. The armor goes from 10% to 63% which is 70% of the difference between 10% and 100%.

Always use the best weapons and armor available

Below is a chart detailing the statistics for weapons and armor in the game. It should be noted that some weapons are better at different things than others. For instance a Rapier is better than a Goblin Sticker when thrusting but does much less swinging damage. If you have a preference for a particular combat technique then you may find this chart especially useful.

Swords

Weapon	Thrusting Damage	Swinging Damage	Thrusting Accuracy	Swinging Accuracy
Broadsword	0	7	10	-5
Moredhel Lamprey	3	15	5	-5
Rapier	25	10	20	-5
2 H Broadsword	8	21	10	0
Goblin Sticker	15	29	10	0
Sword of Kinnur	25	33	15	0
Galon Griefmaker	29	42	15	5
Keshian Tapir	20	45	10	-5
Greatsword	36	52	10	0
Sword of Lims-Kragma	49	71	10	0
Guarda Revanche	73	90	30	10

Staves

Weapon	Thrusting Damage	Swinging Damage	Thrusting Accuracy	Swinging Accuracy
Owyn's Staff	-7	3	15	0
Lightning Staff	0	7	20	10
Crystal Staff	12	5	10	-5
Staff of Macros	10	25	25	15

Crossbows

Crossbow Type	Damage	Accuracy
Light Crossbow	7	0
Medium Crossbow	15	5
Tsurani Light Crossbow	20	-5
Elven Crossbow	25	25
Tsurani Heavy Crossbow	40	0
Bessie Mauler	75	-10

Quarrels

Quarrel Type	Damage	Accuracy Modifier
Quarrels (Normal)	3	0
Tsurani Quarrel	7	-5
Normal Poisoned	7	-5
Elven Quarrel	9	15
Tsurani Poisoned	14	-10
Elven Poisoned	15	10
Flaming Quarrel	25	-10
Magical Quarrel	30	20

Armor

Armor Type	Rating
Kingdom Armor	15
Elven Armor	25
Tsurani Armor	30
Dwarven Armor	40
Dragon Armor	55
Valheru Armor	70

Five ways to get a game hint.

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2) You can write down your hint questions and mail them to our hint department. Address: *envelope to* Sierra Hint Dept., P.O. Box 200, Coarsegold, CA 93614.

3) You can FAX your hint questions. Our FAX number is 1-209-683-3633. (We normally answer your FAX hint questions within 48 hours.) Please include your FAX #, name and address.

4) You can call our BBS with your modem at 1-209-683-4463.

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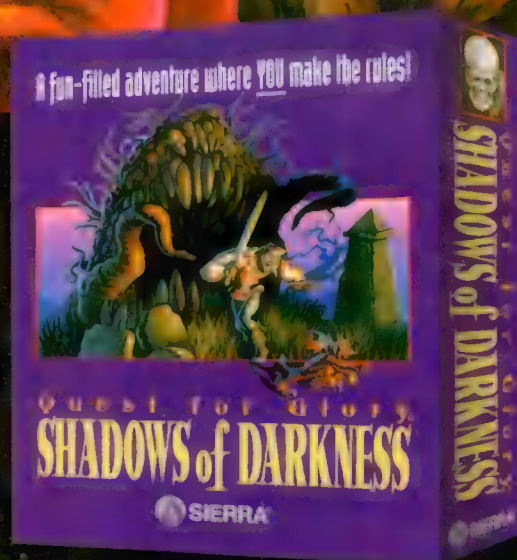


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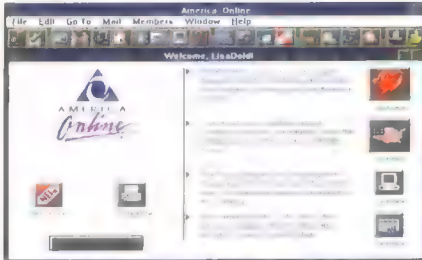
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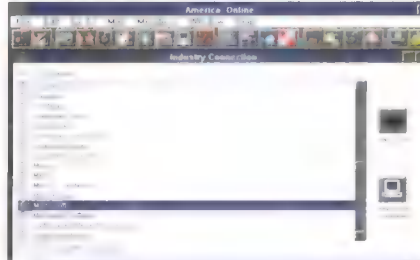


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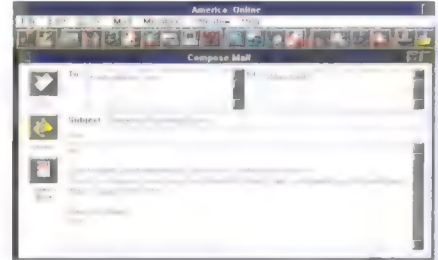
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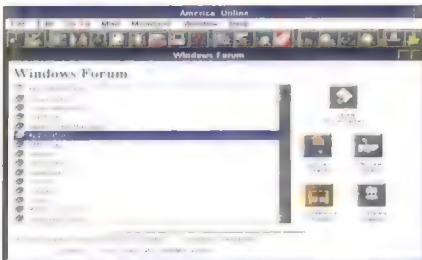
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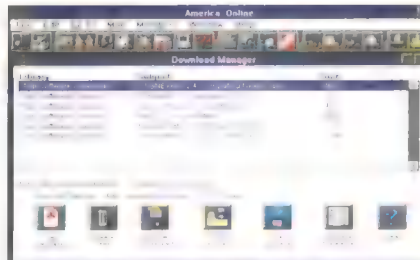
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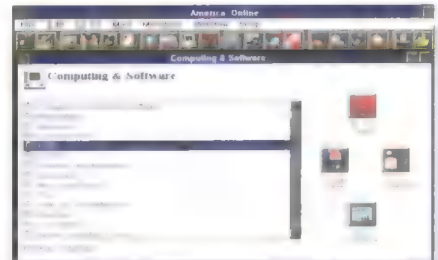
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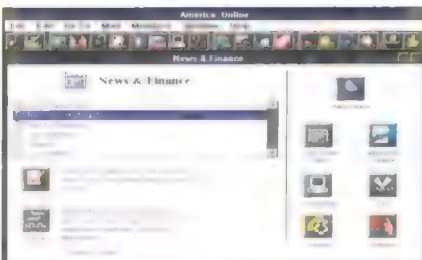
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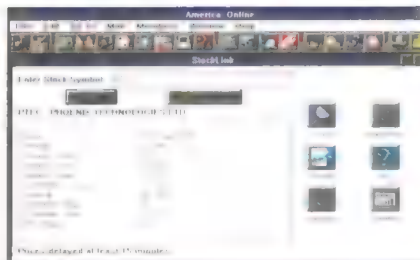
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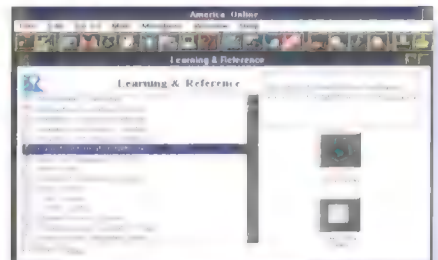
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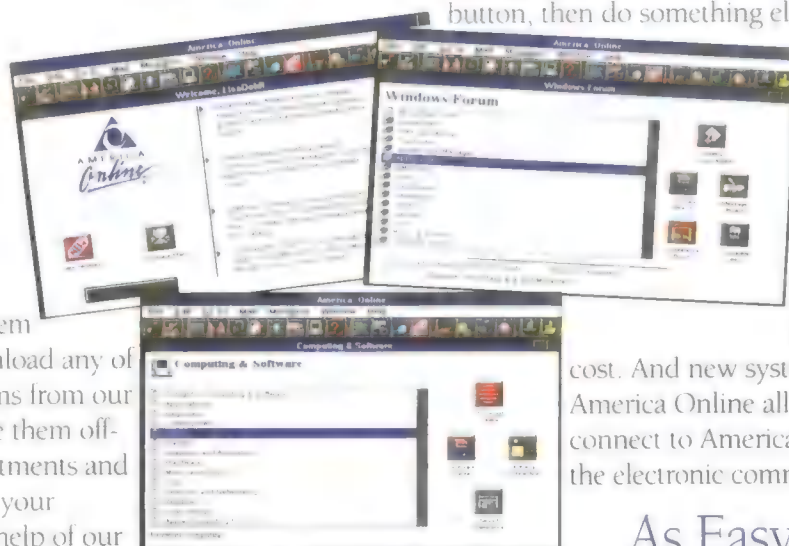
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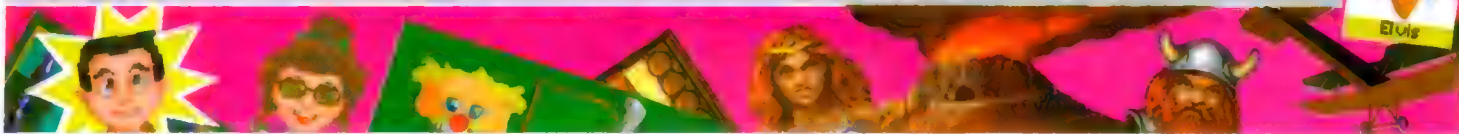


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THE IMAGINATION NETWORK



ImagiNation Explodes and Expands!

The release of the NEW *Fates of Twinion* and Version 2.3 will thrill members with more fun and friends!

Oakhurst, CA - "The times, they are a-changin'," and quickly, at *The ImagiNation Network*. INN is going through major changes with the new release of *The Fates of Twinion*, the sequel to the popular *The Shadow of Yserbius*, and the much-awaited launching of a whole new release of *ImagiNation* version 2.3 software, filled with super new games.

Responding to the calls for "MORE!" from the growing multitudes of INN members, *ImagiNation* has been expanding. There are new games and activities that will explode with more fun for all! INN has delivered up a top-quality collection of classic board games, sports games and more.



Fans of *Shadow of Yserbius* can get in on the magic and mayhem of *Fates of Twinion*.

The Fates Of Twinion

The release of *The Fates of Twinion*, *The Shadow of Yserbius*'s long-anticipated sequel, will add a whole new dungeon dimension to *MedievalLand*. Enter through a newly-discovered underground gateway that has been revealed in *The Shadow of Yserbius*.

By Vince Geraci

You'll be challenged by elaborate labyrinths and bizarre dungeons.



Fates of Twinion has new quests and creatures you can really sink your teeth into.

There are dozens of new quest levels. Legions of new warriors await you, lurking in the shadowy corners. Nasty monsters skulk among the cobwebs. Skill levels abound. (Can you detect a pickpocket?) A vast array of new weapons and quest items will keep you adventuring endlessly with a nationwide group of enthusiastic game players.

Current INN members can order the on-line version of *The Fates of Twinion* by calling 1-800-IMAGIN-1, or by going to the INN store in the *ImagiNation* mall. The cost, including shipping and handling, is \$9.95. Non-INN members interested in moving to the neighborhood can also call 1-800-IMAGIN-1 for more information.

We're Renovating! ImagiNation Version 2.3

Soon after the expanded version of *MedievalLand* is released, most of *ImagiNation* is scheduled for an elaborate reconstruction. Starting in the *Clubhouse*,



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Prodigy users can now get in on the fun of The *ImagiNation* Network.

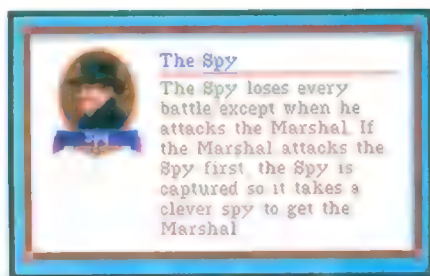
INN will bring the Milton Bradley strategy game *Stratego*® to cyberspace. Yes, this game has been around for years and it is truly a classic. It's an absolute "MUST HAVE" in INN!

You'll find the graphics are remarkable (even if you've played the board game version). The outstanding game enhancements make it a whole new experience.

There are several default *Stratego* board set-ups included, but you can change the set-ups as you see fit. (If you know your opponent's strategy method, you can quickly change your strategy to win.)



Square off against your friends and enemies in the on-line version of *Stratego*.



Stratego is strategic fun for beginners or seasoned players.

It's a two-player game, with 40 pieces, and if you find a set-up that is a total killer, you can save it easily. It's always available to use with new opponents or to teach to new players.

You can make changes to your set-up at any time before each game begins. The game will take you approximately one hour to finish. (It might be even less... If your strategy is as good you think it is.)

What really makes *Stratego* so excellent is that you get to play against an unlimited number of opponents on-line. No more bashing the heck out of a family member because you've played him or her four thousand times. You'll have to develop a strategic methodology that will win against any foe.

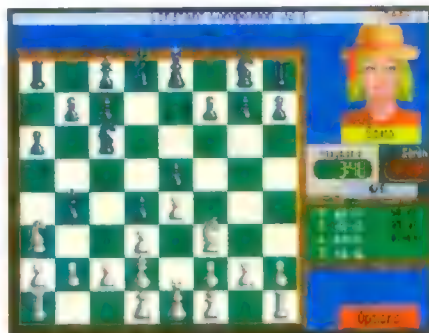
Stratego is perfect for every game player looking for serious fun. Sure, the board game is fun to play with your friends, but are you ready to take on players from all four corners of the country? You'll fall in love with this game all over again.



Check the wind and choose your club when you play the new 18-Hole 3D Golf.

18-Hole INN 3-D Golf

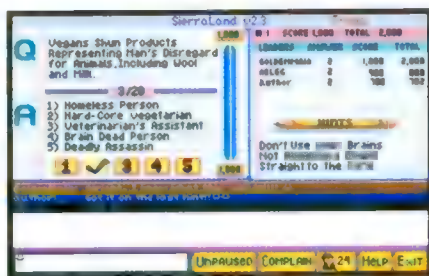
Forget high-priced green fees. The best tournament-level golf ever is now open in *ImagiNation*. One to four people can play 18-hole golf with all the variables. You have all the blissful frustration of an actual golf game: changing wind directions, nasty overgrown roughs, sand traps and varying breaking greens. What club will you choose... a 9-iron or driver for a 125-yard fairway? You decide. But don't feel intimidated playing the pros because handicaps level the playing field. *INN* now offers you the ultimate in nationwide pro golf tournaments.



The new and improved Chess now offers clock limits and new graphics.

Chess At Its Best

Hang out all night long with royalty—not to mention bishops, rooks, and knights. We've added new features to *Chess* that allow standard play as dictated by the United States Chess Federation. This is a seriously fun game. We're talking all-new graphics, game clocks (there's one that even allows handicaps for new players when they play against more experienced players). Plus you can SAVE GAMES, keep records of scores and much, much more.



What's Elvis' middle name? If you know, you should be playing the National Trivia Network.

Who is buried in Grant's Tomb?

INN version 2.3 will link you to NTN, a nationwide network of trivia players who are smart, cool, shrewd, friendly and disarming. How good are you at trivia? Yeah, yeah, yeah, you think you can beat the best? Now can you prove it, and take on the rest! Keep all your sports, movie, and other reference books handy when you play NTN games. You'll be linked to an entire nation of trivia buffs.

It's All in the Cards

Spades is actually like two new card games in one! This four-player *INN* version of *Spades* includes both *Partner*



Play Spades (with special options) against opponents from all over the country.

and *Cutthroat* playing styles. The *Partner* style of *Spades* really brings *INN* friends together to have fun. The *Cutthroat* style is every person for himself. You'll discover card playing strategies you never even knew existed.

Chicago Rubber Bridge takes the card game *Bridge* to new levels. It's fast (and sometimes furious), but *Chicago Rubber Bridge* has all the options that will keep you in suspense and clinging to the tip of your keyboard.



Euchre, a Midwestern card favorite, is a coast-to-coast smash on INN.

Euchre is a new, fast and exciting card game for when you only have time for a quick game. You play with a "short deck." That means that you play with less than 52 cards. You'll play with either a 24-card or a 32-card deck. This fast-moving card game gives you the freedom to play with a partner or to occasionally tell him or her to "chill out." If you think the hand you have is strong enough, then you have the option of playing your hand out and winning on your own. What an opportunity to meet friends with common card game interests. Set aside some time tonight and play *Euchre*.

Hey Pilots! New Airplanes, Too!

All you flying fanatics who love *Red Baron*: you'll be pleased to know that *INN* version 2.3 offers a new, improved flight simulator with additional planes and plenty of raging dogfights and other new challenges.

ImagiNation version 2.3 is scheduled for a late October 1993 release. To preorder your upgrade, go to the "For Better INN" store in the Mall, or call 1-800-IMAGIN-1. It's FREE! (\$4.95 shipping & handling).



Red Baron is new and improved, with new aircraft and action.

HITCH A RIDE WITH SAM & MAX... THEY DON'T BRAKE FOR ANYTHING!!!



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Join Freelance Police, Sam (don't call him a cartoon dog) and Max (a hyperkinetic, rabbit thing) as they pursue a runaway carnival Bigfoot across America's quirky underbelly.

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RUMOR MILL



The Magpie Flies Again....

Before I begin this episode of rumor-mongering from the offices of Sierra Publishing in Oakhurst, CA, I'd like to take just a second to thank all of you who wrote letters of protest and dismay when my regular feature article was taken out of *InterAction* magazine to make way for the article on Pinball elbow. I thank you, my family thanks you, and a super special thanks comes from the bankers, utility companies and other various public and private entities to whom I am sincerely indebted.

Ken and Roberta fly the Coop.

Perhaps the top story from these hallowed halls of hard disks comes the big news that Sierra Corporate has moved to Seattle. While temporarily taking refuge in the offices of Bright Star (a new Sierra subsidiary with its eye on the education market), Ken and his band of merry management types are working to build a bigger, better Sierra World Headquarters.

Once the new headquarters is complete, Ken intends to gather the sales, support, and administration people all to the Seattle location under one roof. His stated goal is to put the marketing and management types in one place so that they can better manage the business. His real hope is that by getting all these people out of the way of his creative types, they can better concentrate on making games and software.

Still Many Stars to be seen in the Sierras....

To many, Ken and Roberta's move meant that all of the game makers of Sierra would soon be soaking in Seattle's wet weather. But in reality, Roberta is the only one of Sierra's stable of designers to make the trip north (unless you count *Space Quest* designer Mark Crowe, of course. Last year he left Sierra for Dynamix in Eugene, Oregon).

If you visit Sierra offices in the California Sierras, you'll still be able to find *Quest for Glory's* Lori and Corey Cole, *Space Quest's* Scott Murphy, *Freddy Pharkas's* Josh Mandel, and Sonny Walls of *Police Quest* fame. (Actually his Dad, Jim Walls, was the *Police Quest 1* through 3 designer. Jim's gone, but Sonny is still with the company).

... but Al Lowe is in Fresno

Leisure Suit Larry designer Al Lowe was never much for the high mountains of Oakhurst, California. (He often complained that the Japanese tourists confused his forehead with the backside of Half Dome.) But Al didn't go to Seattle either. He's currently holed up in the North Fresno offices of his new "Up and Coming Productions", a small production company that Al has spun off as another fine spinoff of Sierra On-Line, Inc.

Al seems happy with the way production is going on at Up and Coming Productions. He recently told me that *Larry 6* will be "the longest, hardest, most enjoyable *Larry* ever." (I never realized the double entendre of that remark until my editor had a coughing fit when he read it aloud while proofing an early draft of this article).

Al also gave me a pre-release copy of the upcoming "Girls of *Leisure Suit Larry*" Calendar for 1994. He enthusiastically proclaimed that "...the girls of this *Larry* Calendar are both high-rent and hot ..." though he disavowed any knowledge of the one he called "the crying game girl" until after the calendar had gone to print.

The Calendar, by the way, is planned for inclusion with all *Leisure Suit Larry* products this Christmas season.

What's coming out for Christmas?

"Will Roberta's horror game appear for this Halloween as reported here months ago?" Sorry, don't expect to see any new games from Roberta until at least the middle of

1994, which is her new planned completion date for the shocking *Phantasmagoria*. Also, don't expect to see the next *King's Quest* installment till as late as early 1995, when Roberta may be ready to launch *King's Quest VII* if she doesn't feel she's rushing it.

What you will see, early in 1994, is a full anthology of Roberta Williams' works from *Mystery House* to *King's Quest V*. This collection of early and recent works of Roberta Williams offers a comprehensive collection of Roberta games. The collected games have sold an amazing 2,000,000-plus units worldwide. While the collection will not include Roberta's magnum opus *King's Quest VI-Multi-media* which appeared late this summer for the first time on CD, this "Best of..." CD is planned to include early works that Roberta Williams originally wrote for the Apple II computer. MS-DOS and Windows™ owners will be able to play many of these games for the first time, thanks to an Apple II emulation package included with the software.

"Will *Aces Over Europe* ever get off the ground?"

Dynamix has been "almost ready" to release its successor to the long-time bestseller *Aces of the Pacific* for almost a year now, but has continually held the product back to tweak, rewrite and refine the flight experience. Eager pilots have almost given up hope, but the Magpie can report that it looks like this one is very soon going to launch. Final printed documentation, software boxes, and other packaging materials have recently begun arriving in the Sierra manufacturing areas, a sure sign that Dynamix is confident that the gremlins are all out of the software. Look for this one to make Christmas. Don't look for the Dynamix's much-anticipated submarine sim, though. Word is that this one won't surface till sometime in mid-1994.

"Why is Coktel Vision such a big hit in Canada all of a sudden?"

About a year and a half ago, Ken and his band of merry managers brought the first of the Coktel Vision products to America. Although Coktel Vision's first game *Gobliins* got great reviews in the U.S., it didn't get the audience of Coktel Vision's *Inca*, and neither product came close to the success of a Sierra Adventure or a Dynamix flight simulation. But recently, the Coktel Vision product line has "heated up" and gotten suddenly more popular—especially north of the border.

WARNING: Often right, more often wrong, and occasionally even wildly inaccurate, Johnie Magpie is *InterAction Magazine's* least controllable and most controversial pseudo-journalist. Management does not endorse, and in fact barely even tolerates, the inclusion of this feature in our magazine.

By Johnie Magpie

Of course Canada has French Quebec, so we won't deny that Coktel Vision's products have had a ready marketplace there, since Coktel Vision games are offered in both French and English. But the bigger answer on why *Inca*—and the majority of Coktel Vision's new titles for this Christmas—have been bigger sellers in Canada than the United States this Christmas has to do with a limited supply of CDs. Coktel's CD versions of games like *Inca*, *Gobliins I* and *II*, and *Lost in Time* are of surprising high quality but also in very limited supply.

It seems that Coktel Vision produced only a small quantity of their CD game titles this Christmas, and the lion's share of these were distributed to Canadian retailers and distributors.

Because of a marketing promotion arranged earlier this year with major Canadian retailers (which featured the title "The Best of France Comes to Canada," and offered consumer prizes such as French wine, French cheeses and even a free trip for two to Paris), Sierra Sales Management allotted almost 100% of the limited shipment to Canada, and so few were left over that not even one of the major orders from the U.S. software store chains could be filled. If you want to get your hands on *Inca*, *Gobliins I* or *II*, or *Lost in Time* for this Christmas (and you will) the only way to do it might be to either call Crazy Nick or take off for the Great White North.



Dynamix's first interactive box: just pull the cat's tail to open it!

Even more incredible boxes!

Did the folks from Bright Star who traveled to Japan to research the Berlitz "Japanese for Travelers" multimedia software also perfect the origami boxes that surround Jeff Tunnel Productions' *The Even More Incredible Machine*? Okay, users haven't written me in droves to ask this question. In fact, *The Even More Incredible Machine* was only shipped for the first time in late September and the product didn't get as much early publicity as it deserved. The Berlitz product isn't planned for release till way after Christmas (though it was recently shown behind closed doors to a panel of software retailers and language arts teachers and received more than a casual round of applause).

This was *my* question actually, and I asked it somewhat sarcastically the first time I saw *The Even More Incredible Machine* packaging. *TEMIM* features a totally unique packaging: pull the cat's tail and the box flies open! What'll they think of next?

It seems that Jeff Tunnell's *Incredible Machine* was a "sleeper" hit last year (sleeper meaning people *loved* it but it didn't sell well because it shipped so late).

Other publishers have asked Jeff for rights to move the game to the Nintendo and other machines. The Marketing People at Dynamix decided the product got lost on the store shelves, so they designed up this wild box to make sure that the game got proper attention from software buyers this Christmas. If this was their intent, then I guess they took the job seriously, though I



The first time box we actually experienced fear looking at a Sierra box.

still think it's a silly box. (The Marketeer who did the work once built a worldwide brand name out of foam rubber ball called a "Nerf," so I guess I'll keep my eyes open and see how it does).

If you haven't played *The Incredible Machine* yet, you'll be able to find it in at least one Game Value Bundle that Sierra plans to launch right around Christmas. For *The Even More Incredible Machine* (which you can play even if you've missed the original *Incredible Game*) you'll have to pick up one of those silly boxes.

Don't judge a game by the cover...


Before I close up this article, and give the impression that I'm making fun of Dynamix for their extravagant packaging, I'd like to point out that even the eagerly awaited *Gabriel Knight* adventure game from Sierra will be packed in one of the irregular boxes for this Christmas, so it appears to be a trend for all the software companies. *Gabriel's* box won't be quite as outlandish, but then designer Jane Jensen got stars like Mark Hamill, Tim Curry and Efram Zimbalist, Jr. to speak for the game. (All these talented individuals, and also a few others like

Michael Dorn, contribute voices to the *Gabriel Knight* soundtrack).

Not only am I not making fun of Dynamix, but I want to make sure to point out that this group has launched two hot, hot sellers in the last few months—*Front Page Sports: Football Pro* and *Betrayal at Krondor*. These two games have totally monopolized my available hard disk space and also all my available time. If you didn't go into the software stores this summer because you were busy swimming, golfing or pursuing some other healthy activity, you may have missed them and you really need to pick them up. Both *Krondor* and *Football* are packaged in plain old rectangular boxes so they might be hard to find on a retail shelf beside all the mousetraps, trapezoids, and other wild boxes you're likely to see this Christmas, so look for them in the "Bestselling Software" section or just ask your retailer for them by name.

See you next issue!

J. Magpie

P.S. A special "Hello" to Michelle in Accounting who audits my expense reports. I'm sure we'll be seeing a lot of each other over the next few months. Gosh, it's going to be great working with you again. 

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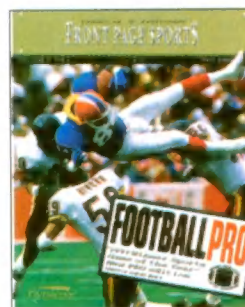
1. *King's Quest VI: Heir Today, Gone Tomorrow*

Enter the world of fantasy and adventure that has enchanted millions of people the world over. Join Prince Alexander on his search for a princess in peril as you explore the largest, richest, and most challenging chapter of the best-selling series in the history of computer gaming. *King's Quest VI* is a mysterious and magical adventure for your entire family. Also available in multimedia CD-ROM and Macintosh.



2. *Betrayal at Krondor*

QuestBusters Magazine calls *Betrayal at Krondor* "a genuine genre-bender—bound to inspire other designers as much as it is to please adventurers." Dynamix and best-selling author Raymond E. Feist bring the world of Midkemia to life in a revolutionary fantasy role-playing experience combining magic, storytelling, and state-of-the-art technology. *Betrayal at Krondor* is an all-new tale in the Riftwar legacy. Take your place among legends in an ancient battle of magic, darkness, and deceit.

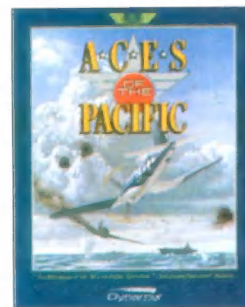


3. *Front Page Sports: Football Pro*

"1993 Sports Game of the Year: New PRO edition."

—*Computer Gaming World*

It has all the action, quality, and bone-crunching realism of the original. It uses real NFL players and their statistics. The catalog of player animations is expanded to include smash-mouth, helmet cracking spins and flips. The All-Pro Game option offers the ability to pick your own uniform colors, improved "football smarts" of ball carriers and tacklers, an expanded number of playcall and Game Plan options, and improved overhead camera angle. *Football Pro* is everything you want it to be and more.



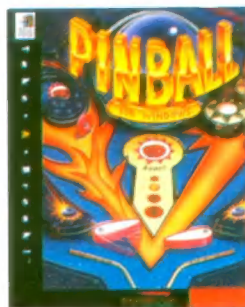
4. *Aces of the Pacific*

Simulation! *Magazine* calls the award-winning *Aces of the Pacific* "the benchmark of the '90's for flight simulators." Step back into history as you take up the helm of historic war machines of W.W.II. You'll dogfight enemy aces, intercept bombers, and dive-bomb enemy carriers. Whether you choose to fly for America or Japan, you'll feel your heart race as you turn your enemy into spectacular mid-air explosions or clouds of smoke. Strap on your goggles...the Zeros are coming in at 12 o'clock high!



5. *Freddy Pharkas, Frontier Pharmacist*

Freddy Pharkas is a bonanza of fast-paced action, bizarre humor, and the most challenging puzzles ever created in a Sierra adventure game. In this hilarious spoof, you'll meet such colorful characters as: Madame Ovaire, the town's "social director"; Wheaton "Aces" Hall, a slick riverboat gambler; and Srin, Freddy's faithful Indian sidekick. They're just a few of the funny folks who make *Freddy Pharkas* a rib-tickling romp through the Old West. Get ready to smile when you play this, pardner!



6. *Take-A-Break! Pinball*

Limber up your flipper finger with eight exciting pinball games, each featuring characters from Dynamix' and Sierra's hottest titles. Each fast-loading, fast-playing game features its own rules and strategies. Take a crack at pinball with *Leisure Suit Larry*, *Roger Wilco*, *King Graham*, *Willy Beamish*, and *Gir Draxon*. With eye-popping gorgeous play fields, digitized speech, out-of-control sound effects and flipped-out pinball action, *Take-A-Break! Pinball* brings your Windows™ world to life! From Daventry to Draxon, you gotta play the silver ball.



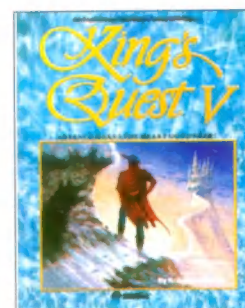
7. *Space Quest V: Roger Wilco in the Next Mutation*

In this hilarious new adventure, you'll join Roger Wilco, the universe's favorite janitor, as he commands his own starship, complete with an intergalactic gang of misfit shipmates. After you help Roger cheat on, er, pass his test at the StarCon Space Academy, you'll help him command his own starship. Well, it's really just a beat-up garbage scow, but he still gets to command it. Then Roger must save the universe from the mutant menace, thwart his nemesis Captain Quirk, and woo the woman of his dreams or he'll be gone—Gone with the Trash.



8. *Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work*

Passionate Patti is a secret agent working undercover for the FBI. Larry is working a low-level job for the sleazy show, America's Sexiest Home Videos. Help Larry and Patti take on organized crime, the FBI, and the music industry in a spicy serving of sex, thugs, and rock and roll. Suggested for adults.



9. *King's Quest V: Absence Makes the Heart Go Yonder!*

Take part in the greatest adventure in the history of Daventry as you embark with King Graham on the most thrilling and perilous adventure of his career — the quest for the missing Royal Family of Daventry. You'll face dangers in a dark forest, scale steep mountains, and trek across a scorching desert. With a rich, complex story, highly developed characters, and beautiful, detailed graphics, *King's Quest V* will enchant you. Also available in multimedia CD-ROM and Macintosh.



10. *The Adventures of Willy Beamish*

The terminally cute, seriously warped world of Willy Beamish is now Sierra's best-selling Sega CD and is also available on CD-ROM. "Willy and company will make you laugh in this terrific addition to the Sega CD line-up," says *Sega Visions*. You'll experience what it's like to be a kid again as you face neurotic yuppie parents, teachers pushed over the edge, and a plot to blow the city's sewer system sky high. You'll also meet a ghostly grandfather back from the grave, deal with the baby-sitter from hell, and play with a pet jumping frog on steroids. *Willy Beamish* is chaotic, juvenile, and definitely deranged.



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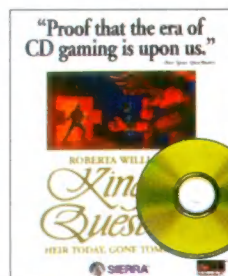
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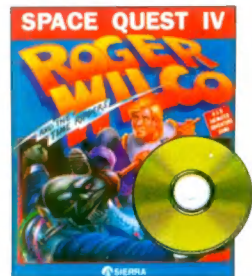
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